



GAMES WORKSHOP

The 2002 Catalogue



The 2002 Catalogue

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Citadel miniatures are not recommended for children under 8 years of age due to small parts and essentially pointed components. Citadel miniatures are fine scale models designed for gamers and collectors. Be careful when using glue and make sure you read and follow the instructions on the packaging. All miniatures supplied unpainted.

Please note that for legal and/or safety reasons Games Workshop may not be able to sell certain types of glue to people under a certain age. Remember, all knives and saws are potentially dangerous, so take care when using them. Please note that for legal and/or safety reasons Games Workshop may not be able to sell knives and saws, to people under a certain age. Be careful when using aerosol sprays and make sure you read and follow the instructions on the packaging. All information correct at time of going to press. Contents may vary from those shown.

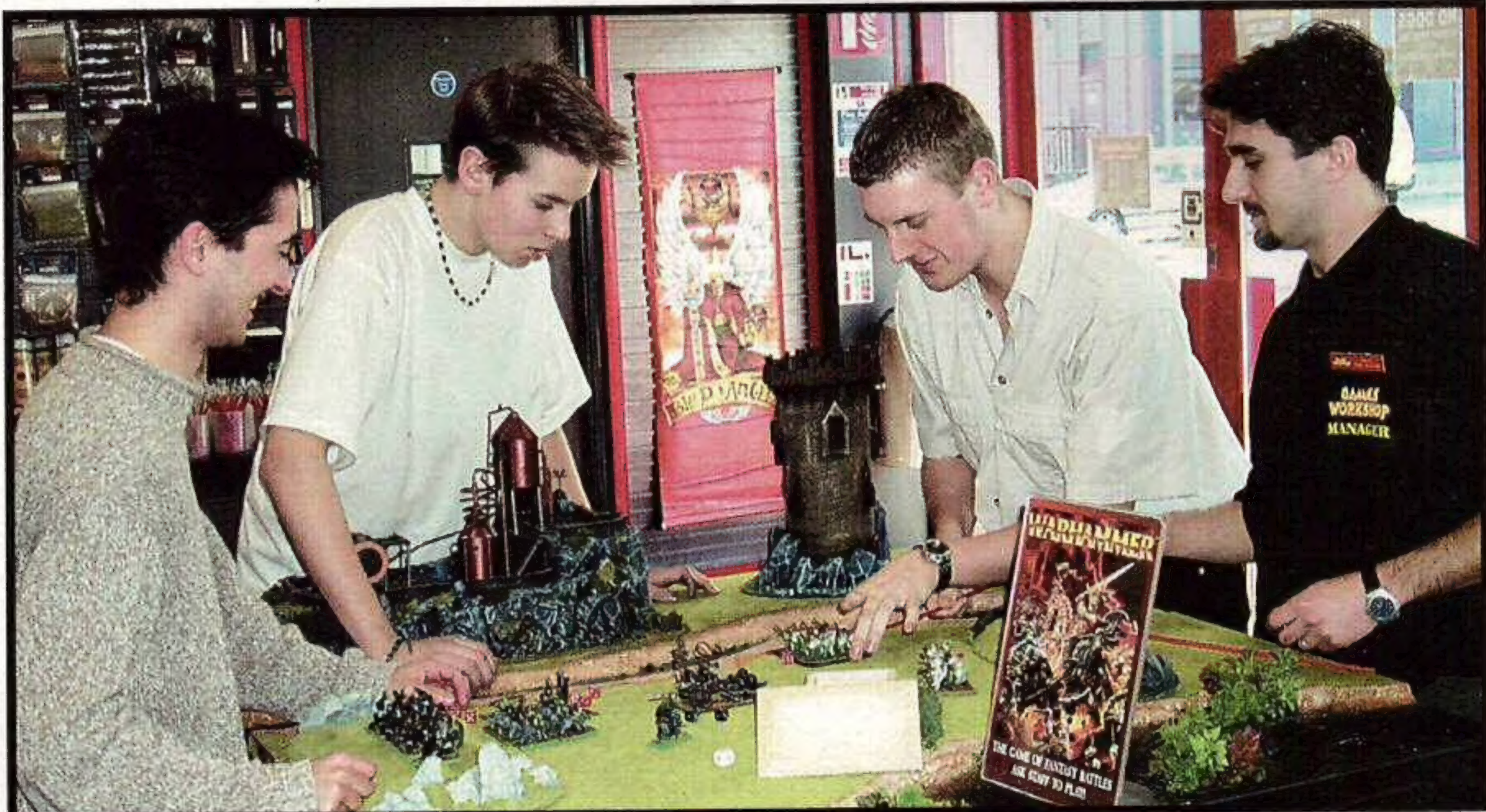
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WELCOME TO THE

Games Workshop is all about games, so it is natural that most devotees to the hobby consider themselves to be gamers above all else. Fighting battles is what Warhammer, Warhammer 40,000 and our other games are all about and every player will tell you that it takes adept generalship, sound tactics and a good knowledge of your troops' capabilities to ensure victory. It is sometimes claimed that a little bit of luck helps too. Of course, before any battles can be fought it is necessary to recruit an army, and that means choosing, assembling and painting a host of warriors. Putting together an entire army is a challenge that requires a modicum of patience and artistic skill.



Warhammer players in the Games Workshop headquarters store in Nottingham, England.



Orc Warlord from Warhammer.

Learning how to construct, paint and present models so that they look their best is one of the most rewarding aspects of the hobby. Indeed, there are those who much prefer to paint than to game, who enjoy simply collecting and painting miniatures for display.

Battles are rarely fought over featureless planes, so most gamers create suitable scenic battlefields for their games. A selection of scenery is available to buy as part of the Citadel model range, but many players make their own from whatever materials come to hand.



Games Workshops Bluewater store in Kent.

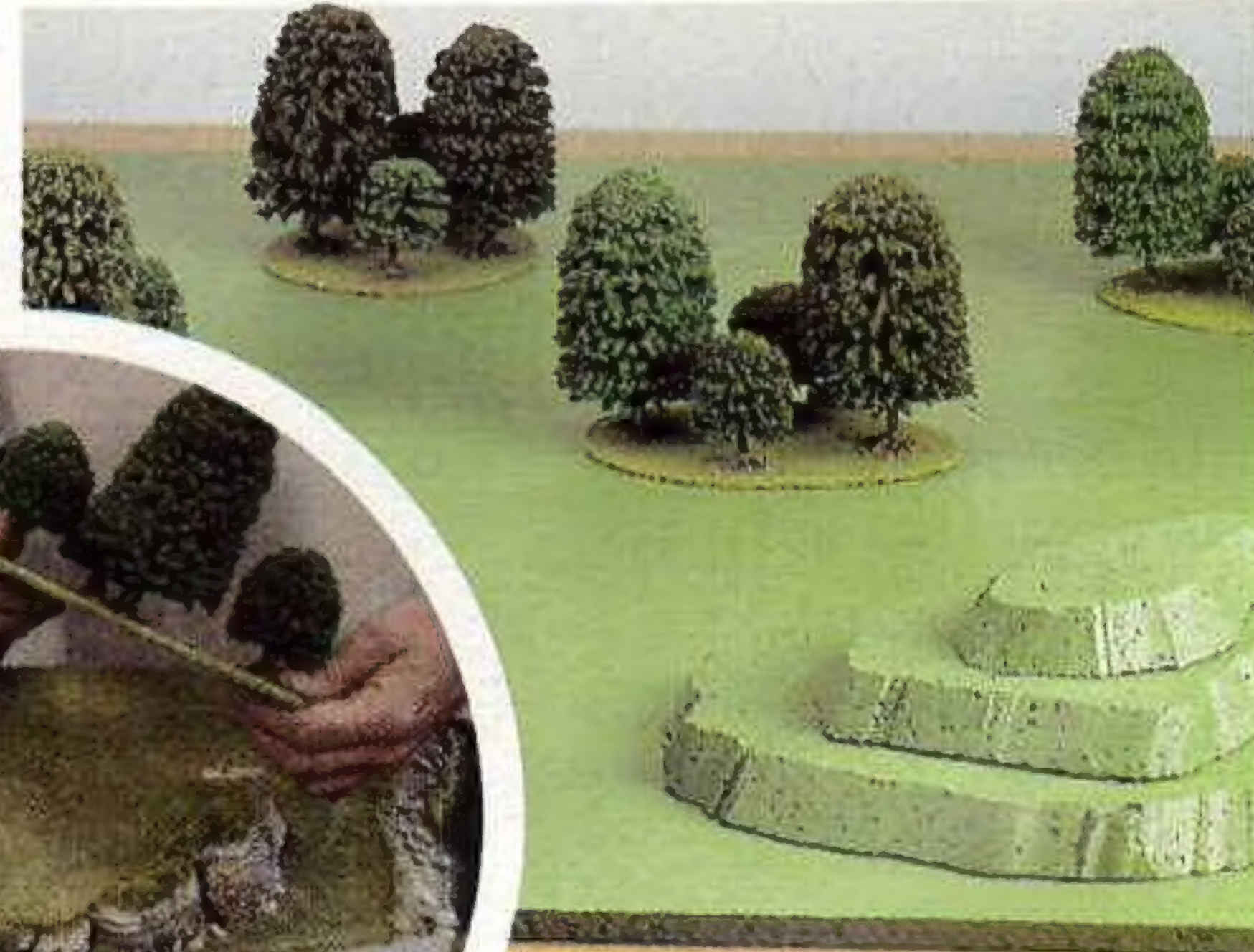


Above left: To get started, just use a kitchen or dining table covered with a cloth.

Above right: A piece of hardboard painted green makes a great gaming surface. You can then begin to add some simple hills and woods.

Centre: Many enthusiasts move onto building more adventurous and impressive looking surfaces to game on.

Right: The ultimate games room! Games Workshop model designers Alan Perry and Michael Perry alongside their breath-taking gaming table.



Modelling. Gaming.

WARZONE

A battlefield can be set up on a kitchen table for an evening's play, or can be a lavish board with rolling hills, tumbling streams and tangled woodlands. Only the most fortunate have the space for a permanent games room complete with scenic battlefield layout – but we can all dream!

It's reasonable to say that most battles are played at home where a leisurely game can be enjoyed in relative comfort. If you are lucky enough to have an area dedicated to gaming, it is possible to leave a game in progress over several days without disrupting it in order to clear away.

Gaming clubs are an ideal place to meet other Games Workshop enthusiasts, but as they usually share their premises with other organisations it is necessary to start and complete a game over the course of an evening. There are a growing number of clubs located all over the world and more gamers are starting to organise their own in areas where they do not already exist.

Tournaments are local or world-wide events where Warhammer and Warhammer 40,000 can be played intensely for a whole day or, more likely, an entire weekend. Tournaments

involve championships, knock-out competitions, or huge campaigns in which groups of players divide into several teams. Some tournaments include painting and modelling competitions as well as gaming.

Games need not be confined only to your home or gaming clubs. Here at the Games Workshop Studio, the staff pitch the might of their armies against each other during lunch breaks and after work.

We are reliably informed that our games are played in places as diverse

as schoolrooms during dinner time, in the canteen by off-duty postmen and even in the officers' mess when they're not playing at being real soldiers!

The many Games Workshop stores that are located in every corner of the world regularly run gaming events on a weekly basis. They also run tuition at all levels, from those who have never fought a battle of Warhammer or Warhammer 40,000 before, up to advice on advanced tactics for more experienced generals.

Games Workshop stores

A store is a good place to start getting into the Games Workshop Hobby you can have a close look at the different armies, skip through the books and decide what you like best. Many stores, especially Games Workshop stores, have specialists that know all about the hobby and can give you advice upon where to start. If the store has the facility, they can even play an introductory game with you, show you how to put miniatures together and give you some useful tips for painting your models. A lot of shops also run regular gaming events, such as games nights, for different levels of experience, so it doesn't matter whether you're a beginner or a hardened veteran, there will be something to suit you.

We hope to see you soon!

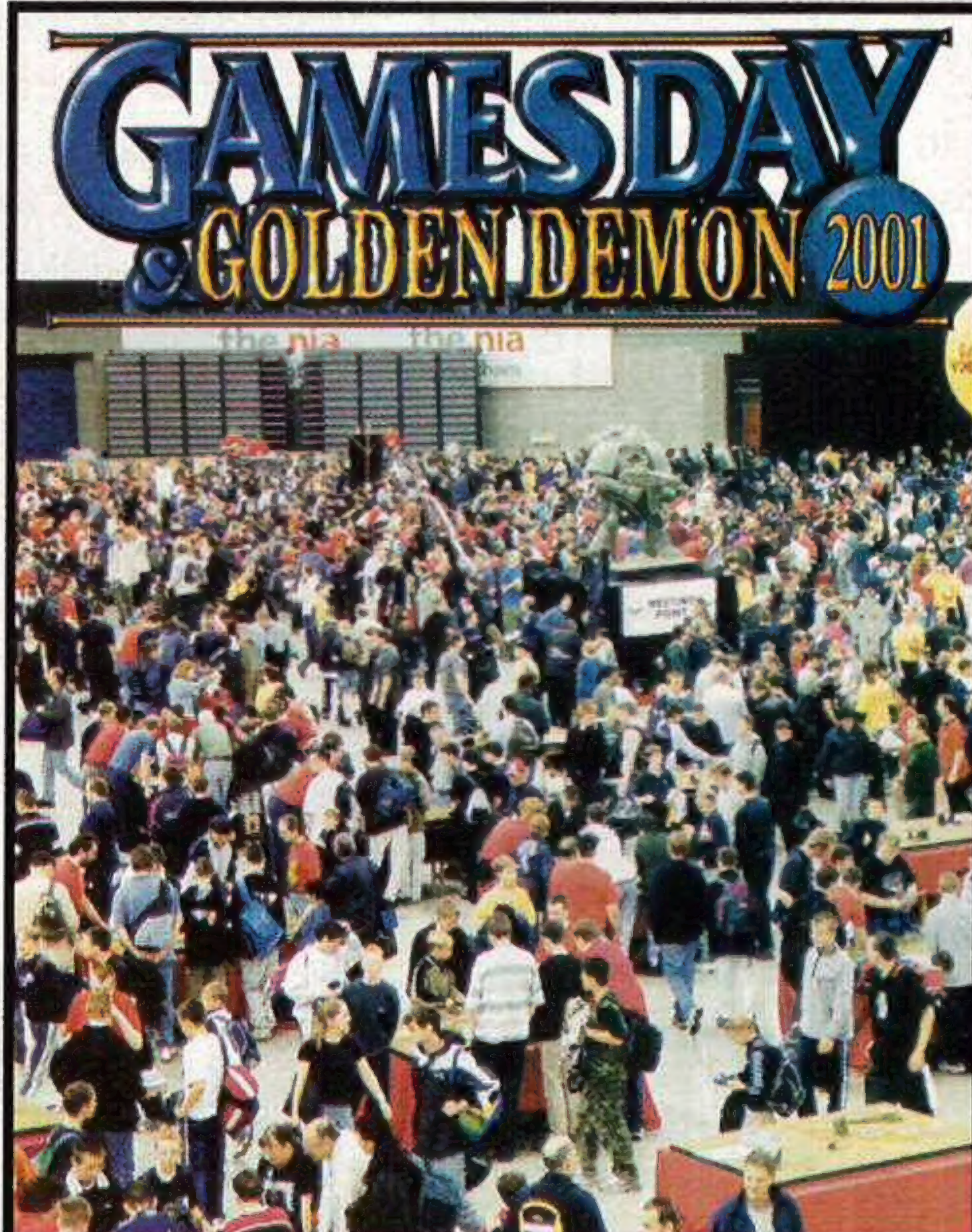
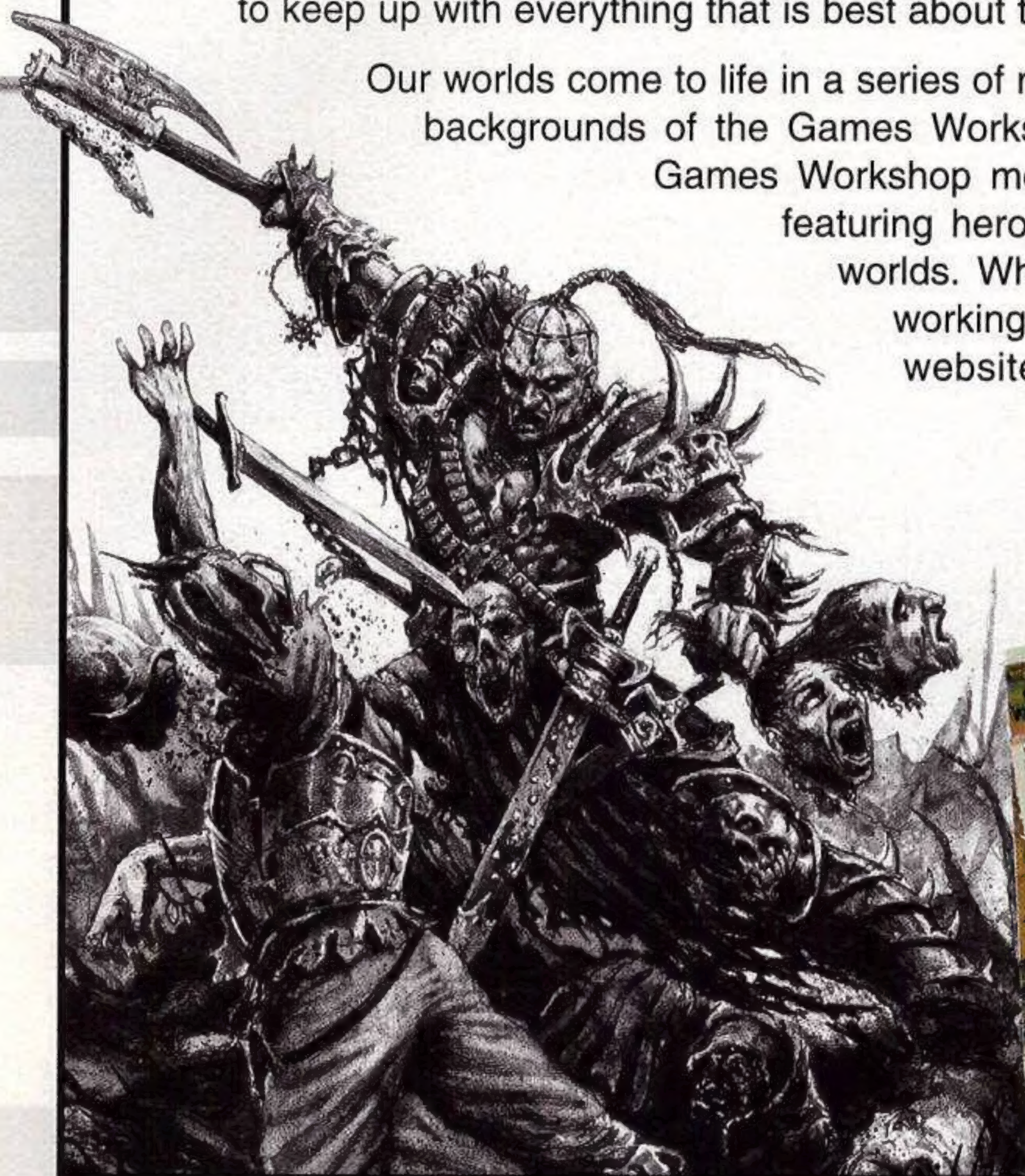


Painting. Collecting.

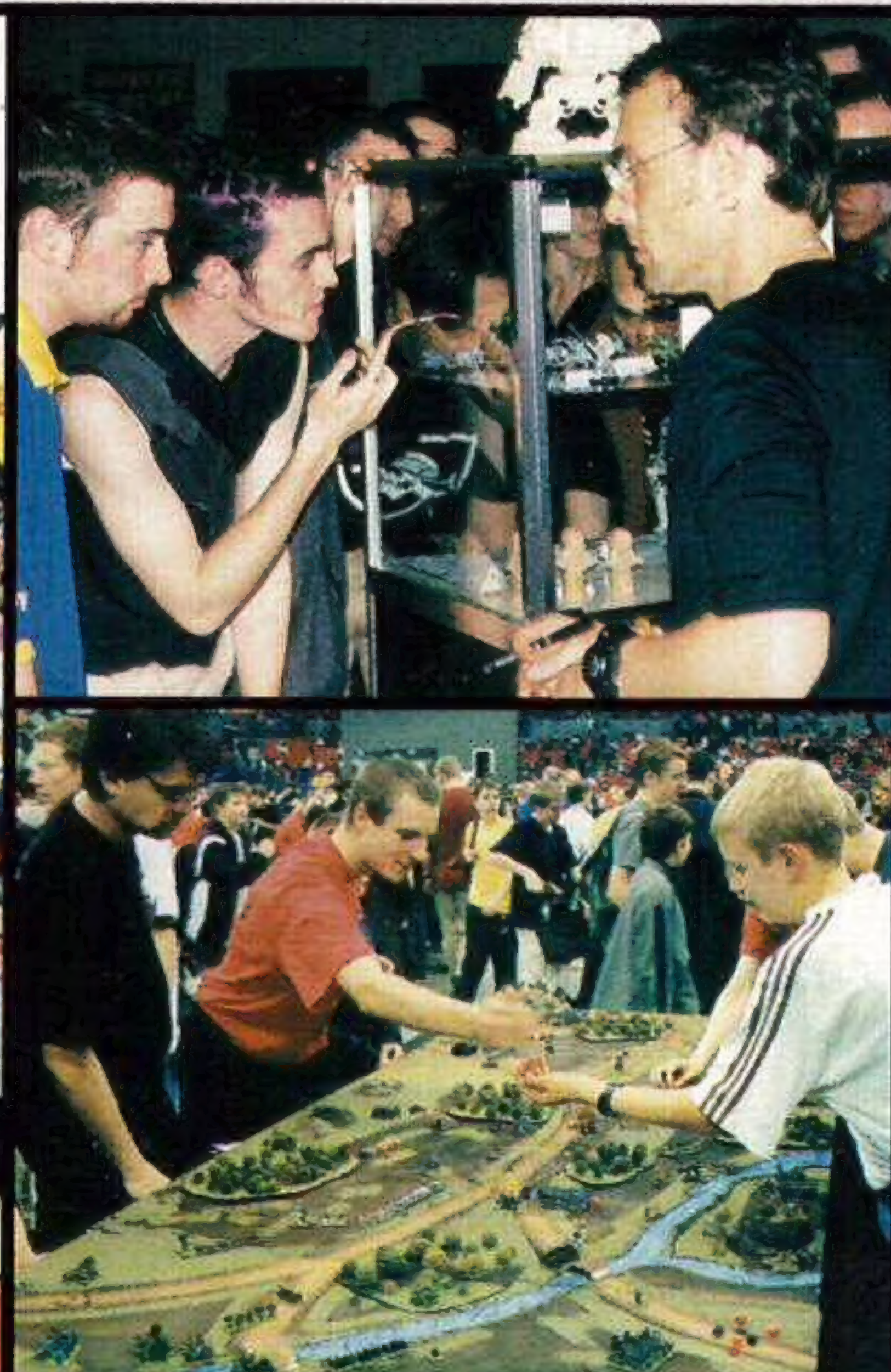
The Worlds of Warhammer and Warhammer 40,000

Warhammer and Warhammer 40,000 have grown into much more than just games. You can read about them every month in White Dwarf magazine where you will find news about latest releases and rules for new models. If you want to keep up with everything that is best about the Games Workshop hobby then White Dwarf is a must.

Our worlds come to life in a series of novels by the Black Library, a publisher dedicated to the fictional backgrounds of the Games Workshop games. These can be obtained from stores which stock Games Workshop models and also from many bookshops. There is also a comic featuring heroes and villains from the Warhammer and Warhammer 40,000 worlds. What the future might bring is impossible to say. We are always working on new projects of one kind or another. Why not check out our website (www.games-workshop.com) or, if you have a local Games Workshop store, drop in and ask our staff about latest developments.



Once each year thousands of Games Workshop enthusiasts come together for Games Day, a huge gaming event and painting competition. It is held in several countries and is **THE** event for anyone engaged in the Games Workshop hobby. You can play games, find out about the latest projects going on around the country, and meet some of our staff, as well as fellow gamers.



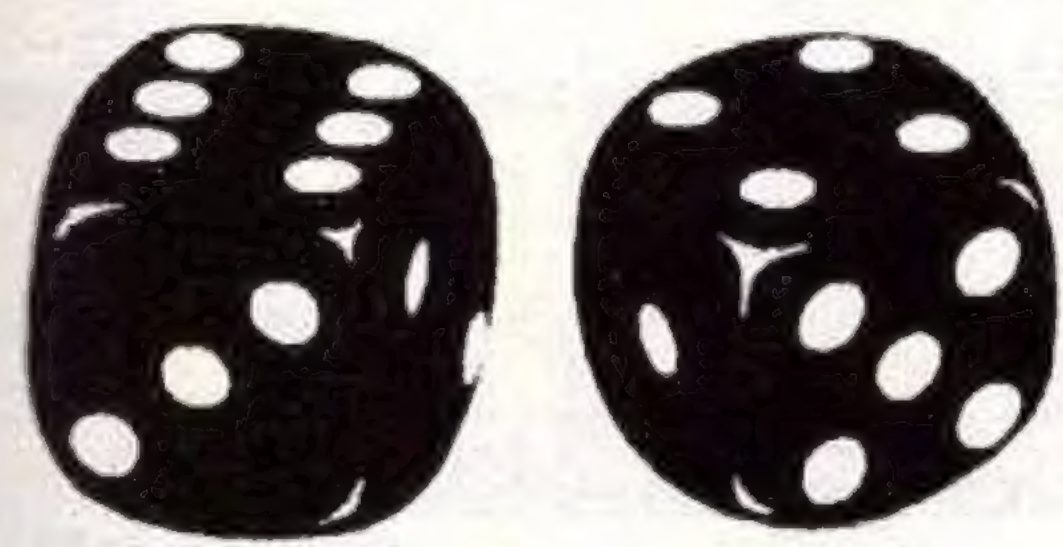
If you are still having trouble finding an opponent then why don't you introduce a friend to the game. They'll certainly thank you for it.

There are countless generals out there, just waiting to find a worthy opponent to fight against. You'd be pleasantly surprised at how many other gaming enthusiasts near by where you live or work enjoy the Games Workshop hobby.

An integral part of our game systems are the rulebooks. These books contain all the rules you need to start playing the game. However, rules are of no use if you don't have any models to fight your battles with. The best way to start a new army is with Games Workshop's range of plastic miniatures boxed sets. Ideal for newcomers to Warhammer and Warhammer 40,000, they are designed to build up the core rank-and-file troops.

In addition to the rulebook you will need the army book for Warhammer or

Modelling. Gaming.



GAMING CLUB

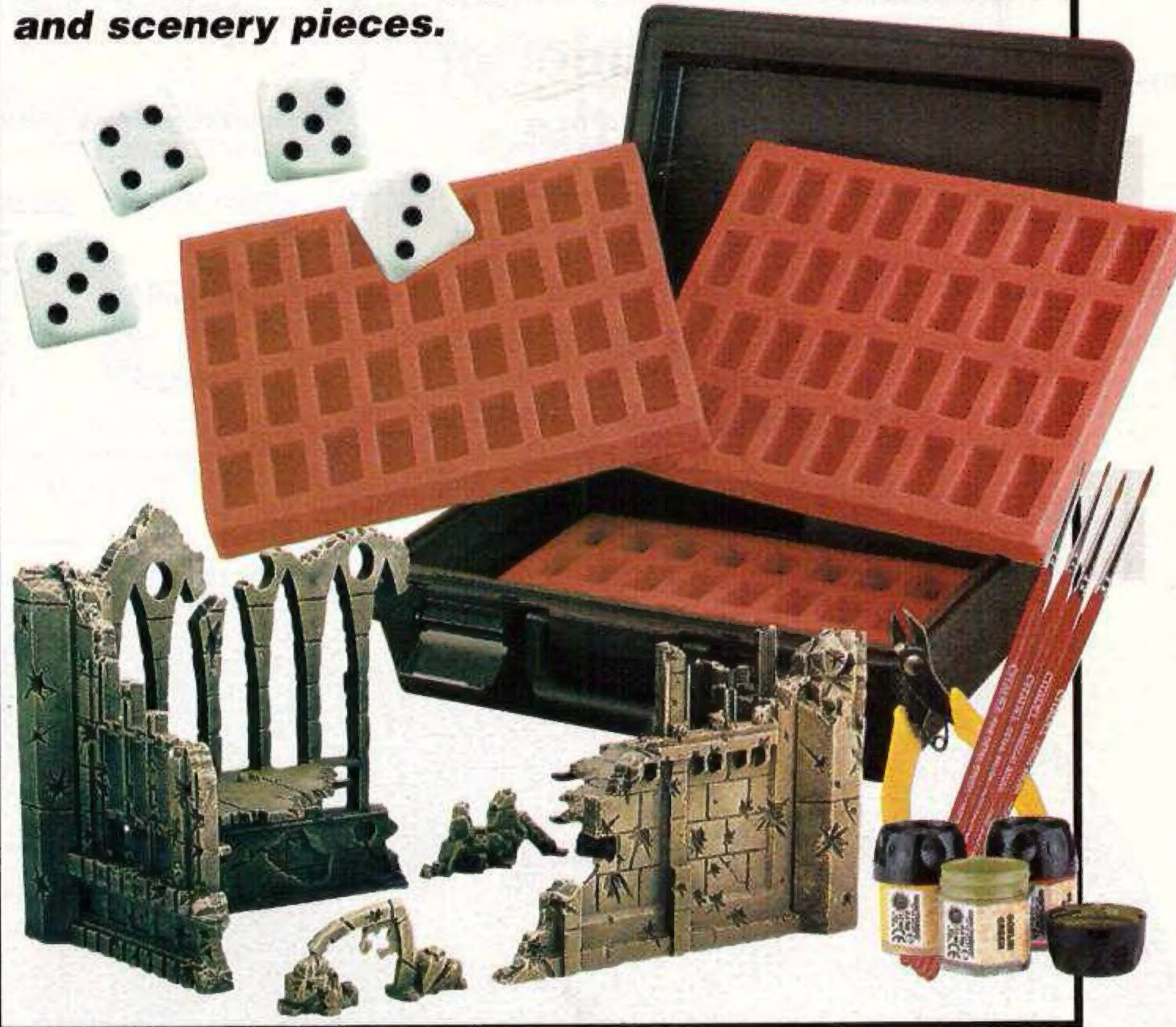
Gaming Clubs can be found all over the country. These are places where enthusiasts meet regularly to fight battles, work together to paint armies, build terrain layouts, and a myriad of other activities.

Getting involved in the gaming community will deepen an individuals' experience of the hobby and offer opportunities to meet new opponents and learn some new skills. Clubs also run their own tournaments, campaigns and other types of events.

If you want to get involved with a Gaming Club you can find details of where they are on a special internet site:

www.gamingclub.org.uk

The Games Workshop hobby is supported by a full range of paints, glues, tools, gaming aids and scenery pieces.



Warhammer 40,000 Codex book for the army you are playing. Each book provides the special rules for the troops in the army, unique equipment, and the army list from which the army is selected prior to play. Although you only need the book for the army you are playing, many players like to collect all of the books so that they are prepared for all opponents. Check out the current range together with all the latest models on the Games Workshop website.

A comprehensive selection of models is available for each army either as plastic kits or metal miniatures. The models are packaged in either boxes or blister packs depending upon their design. Few players buy a complete army all at once. It is far more effective to buy and

paint only one unit of troops at a time, building up your army over a period of weeks or months. That way you can try out your growing army in battle before deciding what units you want to buy next. For example If you feel that your Warhammer army is lacking in long range firepower you might add a unit of bowmen or maybe some artillery. If you want to increase your army's close combat abilities you might add more heavy cavalry or maybe a large monster, and so on.

As well as the models themselves, you will also require glue, paint, brushes, and a few simple and useful tools

including a modelling knife, files and clippers. You will find these useful items near the end of this catalogue.

For now it is enough to know that our games are supported by a full range of modelling and painting accessories specially designed for use with the models.

In addition you can also purchase dice, tape measures, plastic templates, and carrying cases which can be used to transport your completed armies – in fact everything you need to put together an army.

How do I get into the hobby then?



Visit your local Games Workshop store or stockist (or our website at www.games-workshop.com) and take a look at our range of games and miniatures.

Start with purchasing a starter set like Warhammer. It comes with all the rules and the core of two

armies – you could even share the starter set with a friend and maybe buy a second rulebook.

Decide upon an army, get the Army book and start putting your models together. The book, the staff at the Games Workshop stockist and experience will help

you to decide on how to expand your army. You will also find helpful articles in White Dwarf.

Paint your army! This requires commitment and practice, but don't worry – you'll get there. You can even play games with an unfinished army, to get some

practice. Painting and collecting an army is an ongoing process which is half the fun of the hobby. The other part is the gaming itself. Again White Dwarf is always there to constantly provide you with new ideas for gaming, modelling and painting.

Painting. Collecting.

The clash of swords on armour, the thunder of rumbling tanks, the guttural shout of marauding Orcs, and the flash of alien laser fire. All of these are within your grasp.

GAMES WORKSHOP STORES

Find out what's happening near you!



The chance to learn to play Games Workshop games – our staff are ready to show you how!

All Games Workshop stores run introductory games for beginners, so if you're new to the Games Workshop hobby, drop into your local store and one of our friendly staff will be happy to help.

Once you've been introduced to the hobby you can take your first steps towards building your world conquering army! Start by purchasing a boxed set such as the Warhammer or Warhammer 40,000 boxed game. Each contains the rules for the game, templates, dice, scenery and enough models to form the core of two opposing forces. These boxed sets are ideal for sharing with a friend – you could even buy a second rulebook and split the set between you.

Once you have decided on which army you wish to lead into battle, you can buy the relevant Armies book or Codex. These books provide all the specific rules, background, stories, painting guides and special characters

for your chosen force, making them invaluable guides for the budding general.

Collecting and painting your army are key points of the hobby. While you can play with an unfinished army, there is nothing to compare to a well painted army taking the field in your chosen colours. You can pick up hints and tips for painting your army from the Armies books, White Dwarf and most importantly from the staff in your local store. The store staff will be

able to offer you advice on modelling and painting your army, and will also be able to give you hints and tips on how to get the most out of your army on the battlefield. In addition to this advice, our monthly hobby magazine, White Dwarf, is packed full of modelling ideas, painting tips, battle reports, new miniatures and a host of other new ideas, events and articles about the hobby. So what are you waiting for? Get down to your local store and join in the fun!

All Games Workshop stores provide:

- A comprehensive range of Games Workshop games, miniatures and accessories.
- Introductory games for beginners; our enthusiastic staff are ready to show you how.
- HUGE games. These are exciting battles for you to take part in, every week!
- Modelling and painting tips, with lessons held in the store.
- A Mail Order service. Get all those single components and older miniatures delivered direct to your door.
- The latest releases! Brand new models every Saturday!



Come and use the Store armies to play with!

GAMES WORKSHOP & INDEPENDENT STORES OPENING TIMES!

If you want to know where your nearest Games Workshop store (marked in red) or Independent Stockist (marked in black) is then check the list below. Give them a call to find out what's going on in the store. We also have Games Workshop stores in 16 different countries across the world – you can call Mail Order on 0115 91 40000 to find out where they are!

Games Workshop stores opening hours are: Mon, Tues, Wed & Fri-Sat: 10am to 6pm. Thurs: Midday to 8pm. Sun: 10am to 4pm.
Independent stockists have different opening times, contact them for more details.

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GW WALSALL: Unit 27 Old Square Shopping
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GAMES WORKSHOP

STORES

What's going on in your local store?

Every Games Workshop store is a centre for gaming, painting and modelling. No matter what your level of experience, from complete newcomer to experienced veteran, you'll find something to interest you.

Throughout each week, the focus of the store is aimed towards different gamers' needs. If you browse over these pages you will be able to see which activities will suit you best.

BEGINNERS

ALL DAY SUNDAY

Our Sunday's are especially devoted to helping those new to the hobby. If you want to learn about the world of Warhammer, or lead a squad of Space Marines into battle, all you need to do is come along! To help those just starting, we run our special Beginners' program, where we can help you take your first steps into the Games Workshop hobby.

You can learn everything you need to know to get started in the Games Workshop hobby, from learning the basic rules and controlling units, to painting miniatures and forming battle plans for your army.

If you're already a hobbyist, why not ask a friend to come along on a Sunday to introduce them to your hobby.

Please call your local store for details.



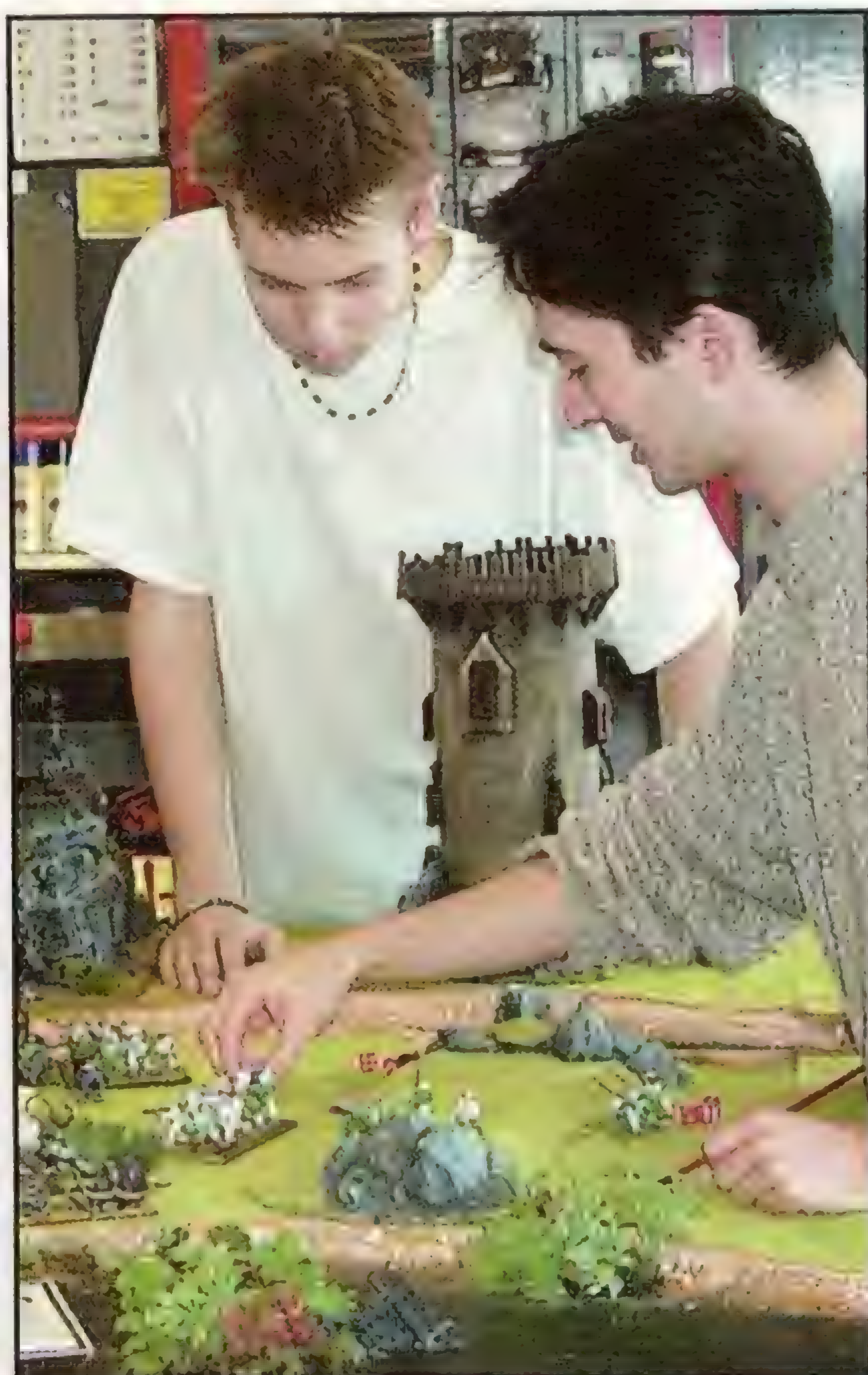
GAMES NIGHT

THURSDAY EVENING

Most Games Workshop stores stay open late on Thursday's so that you can play your favourite games. Thursday's games feature team participation battles for you to take part in, painting workshops for those who have the basic principles, and a forum for gamers to talk about the hobby.

Thursday evenings are particularly aimed at those who have just graduated from our Sunday Beginners' programme. Our friendly staff available to help with all the advice you may need. Just come down to your local store on Thursday to join in. Please note that not all stores are able to stay open late.

Please call your local store for details.



VETERANS

TUESDAY EVENING

Most Games Workshop stores run Veteran's Nights. They are aimed at older gamers with plenty of experience on the battlefield. You can play games against equally experienced Warhammer and Warhammer 40,000 opponents, share ideas about all aspects of your hobby and also play Games Workshops more specialised gaming systems.

To play a specific game, check with the store to see if they have the space that day, and what scenery and boards they may be able to provide. Then just come along with your army, and an opponent of course, and play.

Please call your local store for details.

WARLORDS

SATURDAY

Every Saturday our stores play a massive Warlords game. Whether you're a complete beginner or a seasoned veteran, everyone is welcome to take part. The Saturday Warlords game is the highlight of the store's gaming schedule. All through the week leading up to the game you can get information on the Saturday game, just ask the staff about what's happening, and where to sign up. Then simply turn up on the day, bringing along whatever models you can, to join in the fun!

Saturday is also the day new products are released, so make sure you're there to check out the latest new miniatures!

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Price bands correct as of 1st Jan. 2002

GAMES WORKSHOP ONLINE

www.games-workshop.com

NEWS

All the latest news about the hobby from the people who make the games! Not just rumours and guesswork.

OFFICIAL TRIAL RULES

Written by Andy, Gav and the rest of the design team. Ready to use in your games.

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Share your views with gamers around the world. Chat about armies, strategy, tactics and anything else in the Games Workshop Hobby.

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A look at what's coming up, straight from the horse's mouth.

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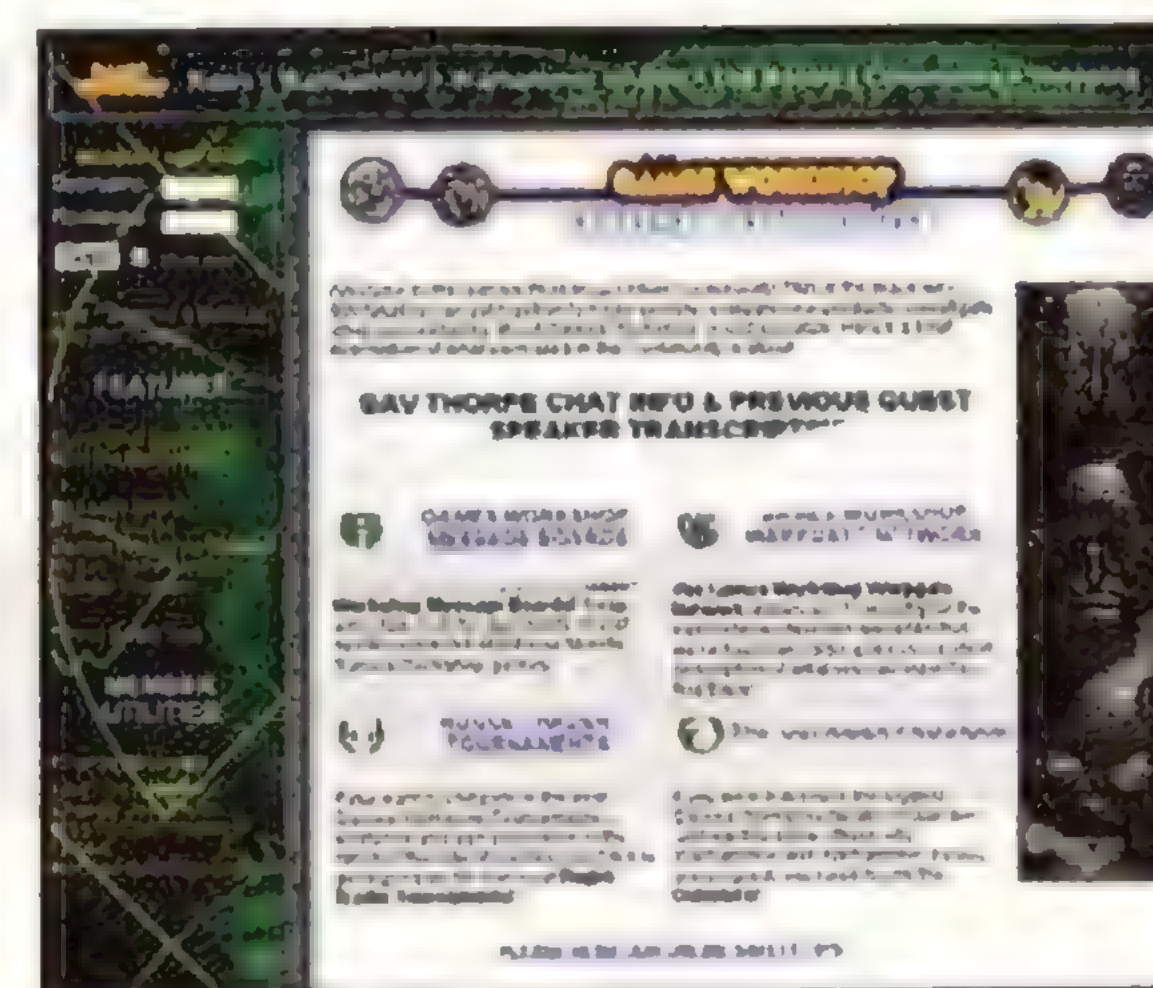
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HUGE RANGE

The store has the entire current range of Games Workshop games and models including all the books, magazines and models from Fanatic and the Black Library.

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So if you've never done it before why not give our Online Store a try?



WARHAMMER 40,000



FUTURISTIC BATTLES IN A BOX!

Warhammer 40,000 brings the war-torn universe of the 41st Millennium straight onto your tabletop – the ceaseless din of gunfire, thunderous explosions, the rumble of passing tanks and the high-pitched whining of anti-gravitic motors screaming overhead. You are in command of squad after squad of battle-hardened warriors, futuristic vehicles and devastating war machines. Using Citadel miniatures, Warhammer 40,000 turns your tabletop into an action-packed battlefield. In the grim darkness of the far future there is only war! Will you survive?

ALL YOU NEED

The Warhammer 40,000 box contains more than just the rules, it includes literally everything you need to wage your own tabletop battles over any type of alien terrain you can imagine. The boxed game comes with an extensive rulebook (including rules and background information), and enough models to field the backbone of two different armies – the heroic Space Marines and the sinister Dark Eldar. It also contains plastic terrain, featuring gothic ruins and jungle trees, as well as plastic weapon templates.

MAIN GAME

Warhammer 40,000 boxed game
Warhammer 40,000 rulebook

PRICE BANDS

Q
M



Above: A Dark Eldar Warrior & Space Marine (actual size).



Above: Space Marine Land Speeder (Shown at 80% of actual size).



The Warhammer 40,000 boxed set contains 31 Citadel miniatures (20 Dark Eldar, 10 Space Marine troops and 1 Space Marine Land Speeder), a 288 page rulebook, 2 gothic ruins, jungle trees, range rulers, dice, templates, and more!

THE START OF SOMETHING HUGE

Warhammer 40,000 is more than just a boxed game, it's the starting point for an entire hobby. In no time at all you'll be building armies, painting miniatures and creating scenery to add more depth to your gaming experience.





CODEX ARMY LISTS

The universe of the 41st Millennium is filled with a variety of different creatures, and for full details on any army there's no better place to look than the Warhammer 40,000 Codex army books. While you can play with the lists in the boxed game, the Codex series allows you to create truly incredible forces above and beyond the basic armies. Each volume contains the complete army list for your chosen battle force with every troop type, every weapon and all the battle gear available to them. They're also jammed full of background information, special rules and characters.

Codex books even include a special section containing all kinds of hints and tips on collecting, painting and playing your army. Soon there will be a Codex for as many armies as there are to play in Warhammer 40,000.

COLLECTING A WARHAMMER 40,000 ARMY

GATHERING THE TROOPS

Before you can play Warhammer 40,000, you've got to put together an army to fight your battles. To ensure that you don't go flying off haphazardly buying all kinds of miniatures, you should sit down and put a little thought into what army it is you want to collect. While your head may spin when confronted with the wide array of troops at your disposal, don't be confused – there's more than enough information available here to make your decision quite a bit easier.

WHERE TO BEGIN

When choosing your army, the most obvious place to start looking is right in front of you – this very catalogue. Throughout these pages you'll find all sorts of information about each army for Warhammer 40,000. We've provided some rules tips, as well as painting, collecting, and playing advice for just about everybody. For more in-depth write-ups of all the armies, look to the Warhammer 40,000 rulebook from the boxed game or to one of the Codex army books. Each book contains an army list and background information for many of the armies available to collect. They're both staffed with people who are always eager to help you with any questions or problems you have collecting your Warhammer 40,000 army.

WARHAMMER 40,000 ARMY LIST ORGANISATION

Warhammer 40,000 armies are split into five sections. All of the squads, vehicles and Characters in an army list are placed in one of the five sections depending upon their role on the battlefield. Characters, heroes, and officers are likely to be army leaders and are included in the HQ section. Well trained and specially equipped squads and vehicles are quite rare and included in the Elites section. The vast majority of basic troopers that form the core of any army are included in the Troops section. The Fast Attack section contains fast moving forces - for example, squads with jump packs, cavalry and bikes - that are good for making strikes into and behind enemy lines and sweeping flank attacks. Finally the Heavy Support sections contains Dreadnoughts, battle tanks, artillery guns and heavy weapon batteries which can lay down supporting fire for the rest of the army. We have organised each army into these categories to help you choose your force. For more details please look in your Codex or Warhammer 40,000 rulebook.

CODEX: CITYFIGHT

Throughout the universe, warring races descend on each other's cities bringing destruction with them. In the shattered ruins, old generals are forced to learn new tricks while their soldiers hope merely to survive.

Inside you will find:

Cityfight core rules explaining how to fight battles in urban terrain. Codex modifications needed to amend army organisation for Cityfight. New equipment for attackers and defenders. Instructions on how to make your own buildings and assemble a Cityfight battlezone and much, much more.





Warhammer 40,000 story by Dan Abnett

Cometh the Hour...

There was a ball of flame, blue hot at the heart, rising into a halo of yellow and white, and looking for all the many worlds like the coal of a tinderstick raised to light an officer's cigar.

But this ball consumed the whole horizon, edge to edge. From forty kilometres away down the desert valley, they could feel the heat on their faces.

The skies of Armageddon, sulphur-yellow, already fading to an early, muddy dusk, were stained deeply by monstrous blooms of smoke and veils of ash. Every minute or so, a greenish line of fire raced down from the upper atmosphere, streaking the air diagonally before striking the great fire ball with an impact that shook the ground.

The ball of flame was the funeral pyre of the mighty Hades Hive, symbolically and brutally crushed by Ghazghkull's forces as a statement of intent. An entire hive, and millions of lives, snuffed out in a few hours by a bombardment of asteroids gravitically loosed by the orbiting flotilla of space hulks and terror ships. Hades had famously resisted the Ork scum until the bitter end during the last war. It would not do so again. Ghazghkull would not permit its memory and defiance to endure.

Waves of Ork warplanes, their ram-jets screaming like cattle in pain, dug through the thick smoke hanging over the great rift valley and popped donut-shaped scuds of cloud behind them with their hypersonic booms. The sky was black with their jagged shapes. Outnumbered packs of Imperial Furies sprinted west across the ruined sky, engaging, wheeling, many exploding in mid-air. One, stricken and ablaze from nose

cone to wing-struts, tumbled close overhead, spraying flaming debris and showers of igniting fuel, and dug a crater twenty meters deep with its incandescent impact. Las and tracer rounds stitched the air with bright neon lines, and rockets banged down the valley, trailing blue smoke in tattered swirls. The dull dhuk-dhuk of mortar brigades dug in along the valley shelf was interminable.

The armour brigades, poised at the head of the Hades Valley Road amid burned-out habitats and manufactories, growled and revved diesel exhaust fumes fogging the blasted landscape like dawn mist. The pulped soil under their racks was two parts ash to three parts human bone. Four thousand Leman Russ and Leman Russ Exterminators, supported by puffing heavyweight Demolishers and blackened Hellhounds sat reeking of leaking fycelene. Sentinel outriders stalked around the edges of the great phalanx.

Most of the armour units were painted with the green and black liveries of the Cadian Shock Troops or the sand and grey of the Steel Legions. General Valadian, sector overseer of the armour units, his noble face as dark as his Cadian fatigues, jumped down from the turret of his Leman Russ Vanquisher and snatched the speaker horn from the vox-set of a waiting comm-officer. He asked repeatedly for permission to advance and engage the vast, massing strength of Greenskins in the valley.

His requests were denied. The old man denied them personally.

Eight kilometres from the armour files, in the colossal infantry position ranged along the valley slopes, the old man sighed.

Yarrick, Imperial Commissar, hero of Armageddon, turned away from his

own vox-officer and looked out across the rift valley towards the pyre of Hades Hive. There was a sadness in his eye. Hades, spared and saved through the toil and blood of so many, himself included, now gone, all gone.

"General Valadian repeats his request, sir," the vox-officer, a young Cadian corporal with narrow, intense eyes, said behind him.

"Valadian must learn patience. I could send him in but then he'd be dead."

Yarrick turned to the youth. "Do you know why?"

The Cadian vox-officer shook his head. He stood with the old man on a promontory overlooking the entire Imperial lines. Around them stood over sixty thousand Cadian and Steel Legion infantry, all waiting, all gazing east down the wide ash valley towards the burning doom of Hades. The bayonets on their shouldered arms, some short like daggers, others as long as cutlasses, made a wild, gleaming forest of blades around the command position.

The vox-officer, Robac, shook his head. He had been flattered when Marshal Tooms had appointed him to Yarrick's staff, Yarrick being such a hero and all, but he had been disconcerted by the Commissar in the flesh. Small, reduced by age, pain and weariness, shoulders slumped, his black leather coat hanging limply around a frame that should have retired long since. The empty sleeve made it worse. Robac knew Yarrick had lost his right arm in glorious close combat with Ugulhard, Emperor rejoice, but that was years ago, and now this old man with his stump and his shrunken shank seemed a pitiful thing to be rallying around.

"Observe... what is your name?"

"Robac, Commissar, sir!"

"Observe, Robac." Yarrick spoke softly, almost chillingly, as if war held no surprises for him now. Either that, or he was too tired to care about it. Yarrick gestured out over the forest of bayonets towards the east with his good arm. "The green scum are callous and brutal, but they are not without tactics. To fight them, you must get inside their minds, as I have, Emperor spare my soul. You must understand their brute tactics and their feral ploys. They are massing there, due east, in vast numbers, deploying from landing pods carefully positioned

beyond the range of our artillery. They're not stupid, you see. Ghazghkull hasn't conquered a hundred worlds by being stupid. Their ground forces are there to entice us, to fire the battle-ardour of men like Valadian, to spur him into hasty action. And the inferno of Hades is meant to quash our morale too, and make us eager for vengeance. But see there..."

He indicated to the north of the main Ork forces.

"What's that, Robac?"

Robac frowned at the empty area of ash waste, a dismal, open stretch ten kilometres across. "Nothing, sir?" he ventured.

"Nothing indeed. Empty. Why?"

Robac shrugged.

"Tactically, there is no reason why the Orks haven't spread in that sector. But they hold off, in a trim, disciplined line, more disciplined than we would normally expect of brute-squads and buggy teams."

"What are they waiting for, sir?" asked Robac.

"The same as us, boy. Tell the general to rev his engines a little longer."

By nightfall, the enormous Imperial forces at the west end of the valley were near to frenzy point with anticipation. The Steel Legion were singing battle hymns, and drummers in the Cadian echelons set up a stacatto rhythm in time to the regular tympani of mortar barks. Ork air cover swept over them intermittently, but the chattering Hydra batteries Yarrick had deployed along the flank filled the air with lacerating blooms of destruction.

The fire-clouds of Hades Hive lit the night, ten kilometres deep, flaring light and shadow back down the valley. Distantly, the vast Ork forces, massing a hundred thousand strong, yowled war horns and bellowed chants like a chorus of death-gods, jeering up the valley at the poised Imperial multitude.

Clanking and whirring in the night, giants came up behind the Imperials, rising above the line of the valley ridge. The waiting infantry turned and many cried out in wonder to see the Titans. Nine of them, Warlords of the Legio Metalica, burnished brass-black, eye-slits glowing red against the darkness and the stars.

Shaking, Robac handed the speaker

horn to Yarrick.

"Principes Danferus of Imperius Quintus. Legio Metalica stand ready and await your orders, sir," the voice, transformed by vox-augmentation, sounded inhuman and boomed from the speaker.

"Emperor love you, Principes. Move your war machines down along the Hades Road and deploy as far as marker ten. We'll have a fight for you soon enough."

The massive battle-giants plodded past the waiting infantry, trembling the ground with each massive footfall. The tannoy horns on their armoured shells blared howls of damnation and Imperial hymns. Many of the infantry cheered. Others shook in fear.

The Orks in the valley below, despite their terrible numbers, quailed and edged backwards. Sleek Warhounds, half the size of the massive Warlords, scurried forward to flank the advancing Legio. As soon as the Titans took forward position, Yarrick allowed Valadian's armour to move forward a kilometre and fan out along the valley floor.

By then, with flame-lit darkness around them, the infantry had been ordered to rest easy. The forest of blades had fallen, and the valley slopes were thick with crouched, resting men and campfires.

It was close to midnight when the moment came. The moment Yarrick had been waiting for. A vast black shape eclipsed the moonlight and the blaze of Hades Hive, and descended towards the open, suspiciously empty sector of the valley. The smoke-thick air around the Imperials became leaden-heavy and charged with static.

Six million cubic tonnes of asteroid fortress, supported on modified force fields and traktor kannon beams, lowered itself into the valley. An Ork Rok, a war-bastion of near invincible strength.

The bow-wave of its fields and beams seared the ash waste into glass beneath it, lifting scathing sheets of dust back down the rift valley. Even the Ork multitude shied from it.

The force wall, compressing under the weight of the settling Rok, pushed a shockwave ripple down the valley-bed. Even the waiting Titans shook and vibrated. The foremost tanks of Valadian's armour force were tossed askew by the tidal power. Nine tanks,

jerked aside by the down-pressure, detonated and ignited. Fifty more were rendered immobile as the force-wave stripped them of tracks or turrets. A Warhound, close by, was crushed into the ground like an empty ammo-can.

The whole world seemed to ripple as the Rok made landfall. Thousands of spike-anchors spat from its flanks to secure it into the sub-soil. With a whine of hydraulics, deployment ramps and huge cargo shutter-mouths opened and settled in the ash. The massive weapon arrays on the top side of the Rok began to cycle and fire.

Shells dropped in amidst the armour, scrapping dozens of vehicles indiscriminately.

Cannon fire and shelling also strafed the infantry positions, and panic started as platoon groups ran for cover.

"Now we have something to fight, Robac," said Yarrick quietly. He strode out of his field tent and surveyed the monumental scale of the scene.

"Assist me," he said to the young Cadian, stripping off his leather coat. Robac stepped up in time to help lift the revered power claw that robed attendants of the Ministorum were carrying from the tent. Yarrick peeled back the blouson sleeve from his lost arm, and Robac glimpsed connector plugs and synapse link ports buried in the folds of scar-tissue at the stump end.

They slid the clawed limb-weapon into place. Leads connected, it woke and seethed with flickering power. The finger-blades clacked and snapped as the Commissar test-flexed them. The aides buttoned a fresh leather coat around Yarrick, one specially made to accommodate his augmentation. He set his Commissar's cap on his head with his good hand, then slung his storm bolter over his shoulder.

"Robac. Open the command channel. Now the fight begins."

Robac realised his mouth was hanging wide open. In a few moments, the weary, frail old man had been transformed into a charismatic giant – the weapon claw, the gleaming braid on the cap, the look in the eye.

Even the very build of Yarrick was now transmuted in the face of battle. He seemed huge, invulnerable, terrifying.

Robac realised why Yarrick was a hero.

And with him beside them they could not fail.

The Imperial counter-assault began in the first few hours of the new day, illuminated by the ceaseless death-fires of Hades.

Yarrick threw the eager armour units forward into the midst of the Ork clans, directing the Titans at the Rok itself, which was currently disgorging heavy armour and Gargants.

He knew this was the one, vital opportunity to strike, the one he had waited for, the one that came after the Rok had demolished all beneath it with its force wall and before it could empty itself of its indomitable fire power.

Supporting the Adeptus Mechanicus, Yarrick called up the Basilisk and heavy artillery units ranged along the valleys side to direct fire at the Rok. Their thunder overshook the battle, blasting deep wounds into the landed super-fortress.

Basilisk shells took out two of the Rok's landing ramps, and incinerated a Gargant being lowered by pylons. Other shells hit a Gargant's support derricks as it was being cranked down to the ash-soil, and they blew away under the bombardment. The Ork war-giant fell, and ruptured under its own weight, onboard munitions blowing it out in a blast that lit the valley.

Yarrick called up the infantry musters, and the forest of blades rose to surround him once again. Switching Robac's vox to all channels and loud-speaker simultaneously, he exhorted the sixty thousand men with a rallying speech that had many teary-eyed yet stoically firm of purpose – Emperor willing, they would rid this Imperial world of the alien invaders or sell their lives dearly in the process.

They were already charging down the slope of the escarpment, baying life-oaths to the Golden Throne, when Yarrick ordered them to engage.

The forces of the Cadians and the Steel Legions met the charging Ork foot-brutes in a withering infantry storm three miles wide. Thousands were killed on both sides in the first few minutes. There was mayhem, and a murderous confusion of hand-to-hand frenzy.

By then, Valadian's armour column was biting into the Ork legions from the south.

The trundling vehicles crushed the enemy under their tracks, chewing through the foot-ranks until their sides were wet with green ichor. The Vanquisher and Demolisher main guns blasted up at the Rok, while the Exterminators reaped cyclic death into the Orks before them, and the Hellhounds washed infernos of doom left and right through the Ork infantry, as their turrets traversed over and again.

Titans met Gargants on the open silica plain before the Rok. Imperius Tenebrus gutted a Gargant with its volcano cannon and decimated two more with its thundering rocket pods before it was scythed in half at the waist by concentrated lasfire and shelling from the Rok itself.

Tenebrus's torso fell away, blazing and exploding. Its legs stood firm through the rest of the night and through the rest of the Armageddon War, a bitter monument to the Legio's power.

Leading the racing armour drive into the Ork legions, Valadian's Vanquisher was immobilised as stikkbombz blew out its starboard tracks and shoota rounds from its buggies raked its length. It bellied in the ash, trying to turn. The gunner screamed for a target as Ork bodies threw themselves onto the armour top and hammered on the hull. The spotter came up through his hatch to man the pintle-mounted storm bolter, but was ripped out of the tank before he could get his hands on the gun-grips. His shrieking form was thrown to and fro between the howling Greenskins. He was gleefully ripped apart.

Valadian cowered in his turret, and pulled out his guard-issue las-pistol from the shoulder webbing under his flak coat. He checked the clip.

The hatch above his head was torn clean off and a tusked green monster leered down at him, snarling something alien and vicious. Its breath bellowed foul, rank stench down at him. Valadian put a las-round into its left eye and the burst the brain case of the next Ork who tried to paw down at him.

His third shot he used on himself.

There was a brief period of confusion, as the Imperial armour tried to confirm the loss of the general. When no return signal was heard from Valadian, armour command fell to Major Dillan, who rode his Leman Russ Exterminator.

into the deep, thick, unforgiving ranks of the screaming green foe. His turret-mount, the chattering exterminator autocannon, scythed through the enemy and reaped them down like corn staves. Dillan rounded his tanks into a claw-shaped deployment that scoured into the Ork legions and cut their support lines from the Rok.

Princeps Danferus, of Imperius Quintus, rode his Titan right into the maw of the enemy firewash. He met and engaged a Gargant, a clanking behemoth of armour panels, gun-ports and smoke-stacks, its cockpit-face a gnashing mechanical parody of an Ork face. Danferus blew it asunder with four spits of his volcano cannon. Another massive enemy monster-machine was closing from the south-west, but it was crippled and then destroyed by sustained artillery shelling.

It left Danferus with a clear approach to the Rok.

He pounded Imperius Quintus up the exit ramps with his full firepower melting and splintering Ork war machines in their cargo scaffolds before they could be launched into the war, and then sent missiles from Quintus's shoulder mount whooshing up the silos to explode deep in the heart of the Rok itself. Something fundamental and crippling happened deep inside the Rok. A power plant ignited, perhaps. A munition store...

The Rok trembled and lurched over slightly, guide hawsers snapping and anchors tearing free as the massive bulk slid over.

Danferus turned his machine, chiding the old machine-monster with gentle urgings through the mind impulse-link, and found a Gargant right beside him.

Twenty five seconds sustained fire from both Titans and both exploded. Mutual annihilation. The blazing skeleton of Imperius Quintus toppled forward into the drum shape of the ruined Gargant and crushed it flat. Ammo stores in the autoloaders went up in a fearsome firework display.

Danferus was somehow still alive as his Titan toppled, his bridge crew ablaze and screaming around him.

Then ammunition chambers under his throne seat ignited and blew his silent, gaping skull into the troposphere.

Below, in the valley, Yarrick led the charge, his voice baying above the roar

of the artillery, the thunder of the Titans, the shriek of the lasguns and the drumming of the tanks.

At the head of a Cadian storm group, Yarrick met the Orks for the first time in two decades and relished the way his power claw ripped through their puffy, pustuled green flesh like butter.

His storm bolter coughed and blew out enemy heads and guts. Yarrick waded forward.

It was like... the old days. He'd forgotten... mercifully perhaps, despite the pain and anguish and suffering, he'd forgotten.

He'd forgotten how good it felt to take on these green scum face-to-face and kill them.

Yarrick checked himself. They had pushed into the Ork position deeply, and the Rok was threatened, but the sheer weight of numbers made a difference.

There were Orks everywhere.

He always knew he'd die in service of the Emperor. Was it to be now, now with so much left to be won?

Fire lit the north highway of the valley to the west. A major force was descending behind them. Yarrick prayed it was not Orks.

It wasn't.

The Salamanders, that noble Chapter of the Space Marines had arrived.

Creaking and grinding in their power armour, the Salamanders moved in, demolishing every enemy they could find. Yarrick saw Salamanders tearing Orks apart limb from limb. The contours and deposition of the battlefield changed abruptly, from a balanced, ferocious clash where the Orks held the advantage of numbers, to one which swung the way of the Imperium. Yarrick's counter-assault had held the enemy firm, bitten into them, wounded them. Now the Adeptus Astartes had arrived to turn the tide.

By that time, Princeps Goplin had advanced Imperius Galgamech up into the Rok itself by way of one of its vast boarding ramps, firing every step of the way.

The deck boards creaked under Galgamech's vast weight. Addressing weapons, he peppered and ruined four Gargants waiting in gantries, ready to deploy. The destruction already wrought

by his beloved brother Princeps Danferus was all around. Through the vista-plates in his throne console and the repeater sub-screens floating around him, Goplin saw the burning ruin of Imperius Quintus, sprawled amid the mech-corpses of its enemies.

Galgamech advanced into the weapon bay of the Rok, small-arms fire rattling off its armour futilely. The Titan crushed Ork deck-troops underfoot.

Princeps Goplin rose from his command throne and took off his mind-link coronet. Fluid trickled from the plugs.

"Make ready munitions. Prime them all! Prepare for auto-destruct!" he ordered.

His moderati rose from the forward section of the Titan's cockpit and stoically repeated the order. Overloads began to pulse. The turbine engines thrashed to breaking point. Dials pushed needles into the red and beyond. Amber countdown runes blinked off on the main vista-plate.

Goplin began a final prayer to the Emperor, the Lord of Terra.

Twenty seconds later, Imperius Galgamech detonated and tore the heart out of the Rok. Ork munition stockpiles piles went off in sequence, followed by the main power system of the asteroid bastion. Within the space of three minutes, another fireball as intense as Hades Hive lit the night sky of Armageddon.

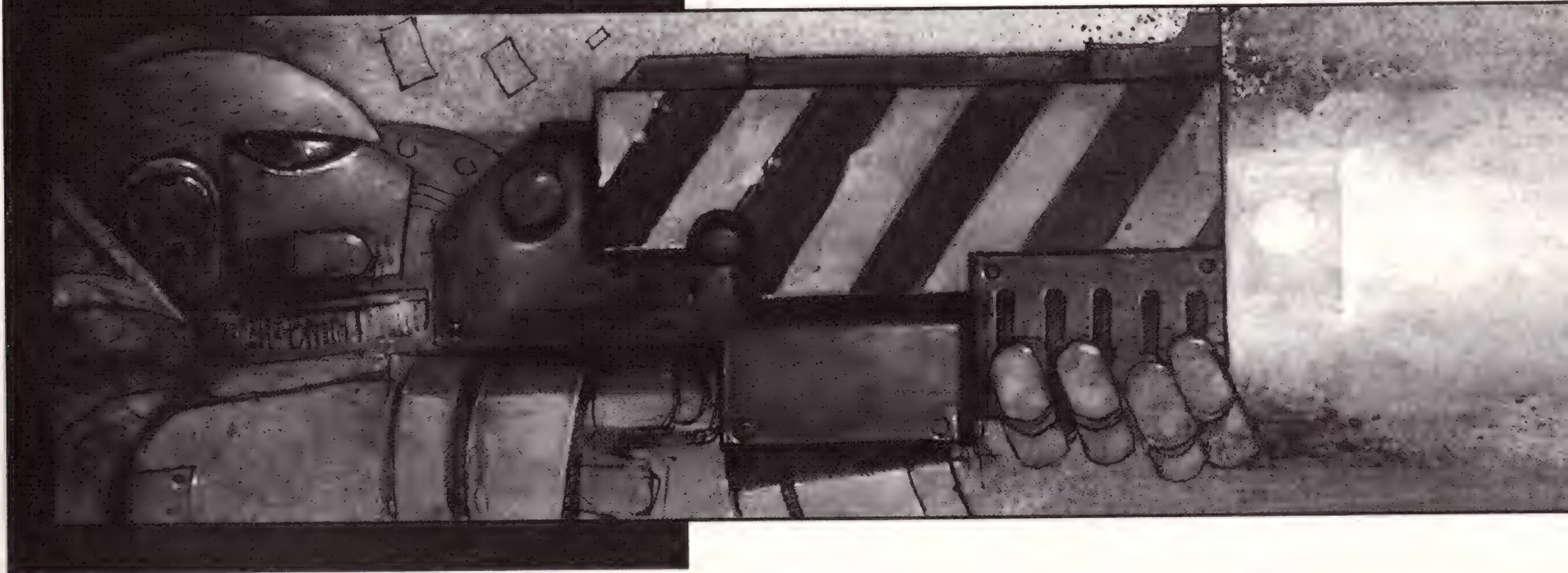
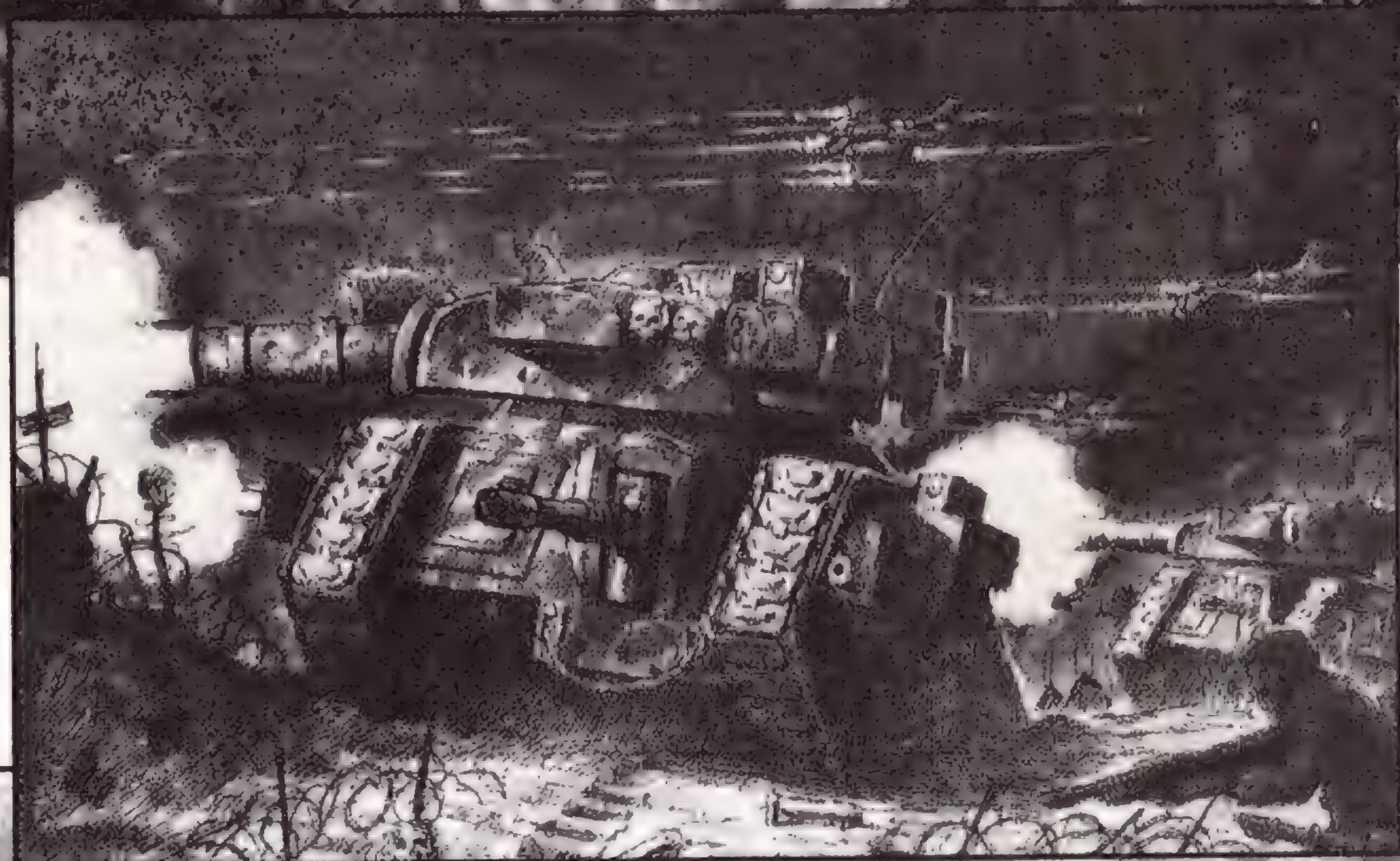
Yarrick was crushing heads with his claw when the light-blaze of the exploding Rok fell across him. The shockwave whipped through the infantry lines, throwing most flat.

Yarrick hauled himself up. His infantry front had been tangled with fierce Ork resistance. But the sight of the destroyed Rok had torn the heart out of the Greenskins. They were fleeing the field en masse, heading east towards the flames of Hades.

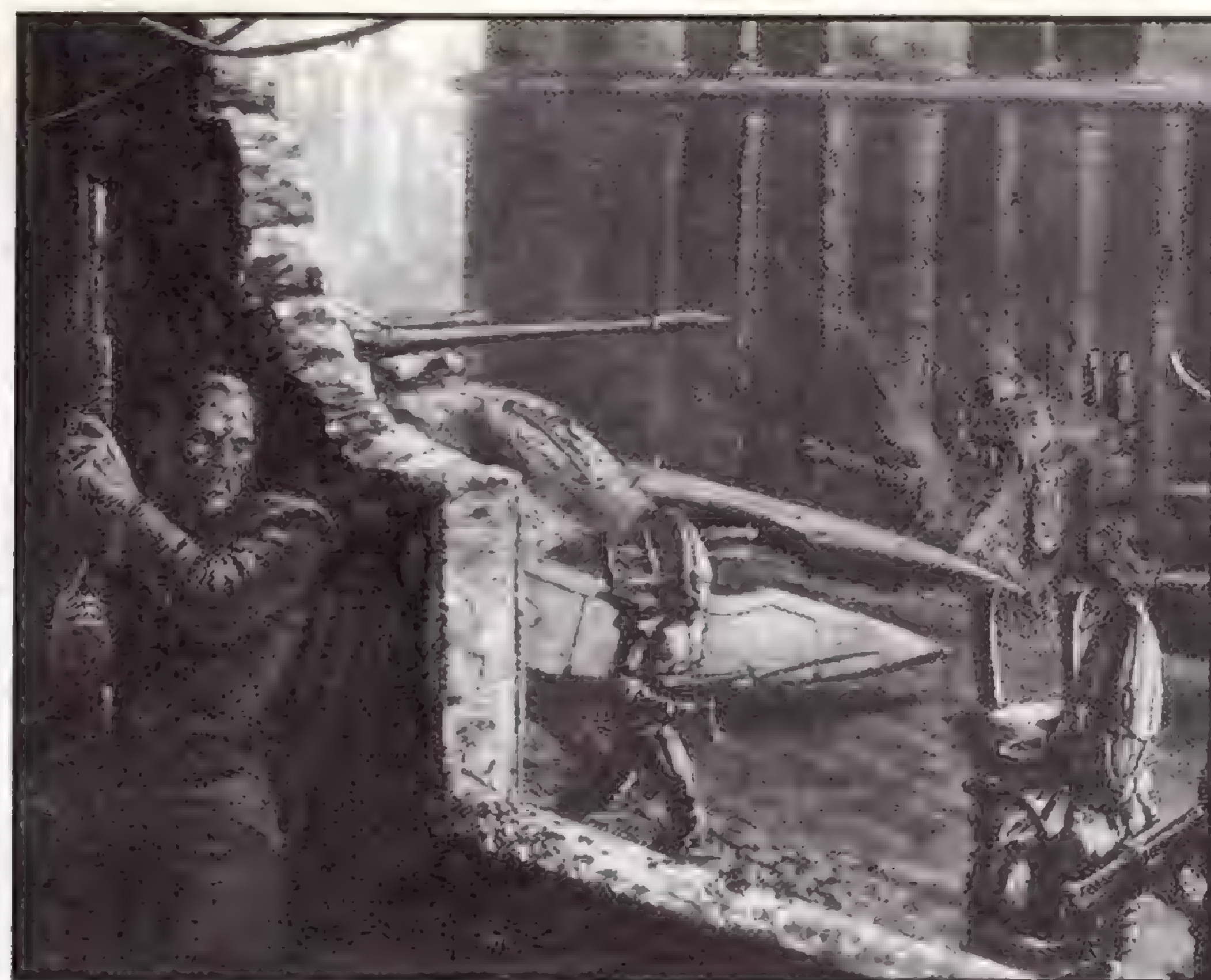
"How appropriate!," thought Yarrick. He ordered his men up, pulling some men bodily to their feet himself.

"We have them now," he bawled into Robac's vox-link. "In the name of the Emperor, and in the memory of all that have given their lives here... for Hades' sake, let none survive!"

Now the true slaughter began and the first Imperial victory of Armageddon was assured.









SPACE MARINES

"They shall be pure of heart and strong of body, untainted by doubt and unsullied by self-aggrandisement. They will be bright stars in the firmament of battle, Angels of Death whose shining wings bring swift annihilation to the enemies of Man. So shall it be for a thousand times a thousand years, unto the very end of eternity and the extinction of mortal flesh."

Roboute Guilliman – Primarch of the Ultramarines



Codex: Space Marines is the quintessential guide to collecting the Imperium's finest warriors. Inside you will find painting tips, tactical advice, a full army list and much, much more!

COLLECTING A SPACE MARINE ARMY

Each Space Marine is a seven-foot tall superhuman giant who strides into battle encased in psycho-responsive ceramite armour. Their enhanced reflexes, inhuman strength and bio-modified bodies enable them to endure even the harshest environments of the 41st Millennium. Space Marines are organised into small independent armies called Chapters. Space Marine armies are powerful and extremely mobile. Depending on the size of the force and their mission, they can be led by a high-ranking **Force Commander**, psychic **Librarian** or a zealous **Chaplain**. The main body of the army usually consists of versatile **Space Marine Tactical squads** that are able to lay down a withering hail of fire with their bolters while shrugging off all but the most grievous of injuries. Tactical squads are a staple part of every Space Marine battle force.

Other units such as cunning **Scout squads**, vicious Space Marine **Assault squads** and heavy weapon equipped **Devastator squads** can also be added to lend their particular expertise to each mission. There are heavy-hitters such as **Terminator squads** and Space Marine **Dreadnoughts** which can punch holes through enemy battle lines in seconds. Space Marine armies have access to a wide variety of vehicles, from the fast attack **Land Speeder** to the **Land Raider** battle tank. The Space Marine range is truly vast, and can be seen in its entirety over the next few pages.



SPACE MARINE BATTLE FORCE

The Space Marine Battle Force contains:
10 plastic Space Marines,
5 Terminators, 1 Land Speeder
3 Space Marine Bikes, &
1 Gothic Ruins frame

SPACE MARINE MEGAFORCE

The Space Marine MegaForce contains:
10 plastic Space Marines,
5 Assault Marines,
5 Terminators,
1 Dreadnought, 1 Land Raider,
& 1 Gothic Ruins frame



HQ



Space Marine Command Squad

A great boxed set, the Space Marine Command squad contains a Space Marine Commander, Veteran Sergeant, Apothecary, Standard Bearer, and a Techmarine.

Space Marine
Commander

Marneus Calgar,
Master of the
Ultramarines



Techmarines

Space Marine
Standard Bearer

Space Marine
Terminator Captain

Space Marine Apothecaries



Space Marine
Chaplain on Bike

Space Marine
Terminator Chaplain

Salamanders
Chaplain Xavier

Space Marine Chaplains



Space Marine Librarians

Tigurius, Chief Librarian
of the Ultramarines

Space Marine
Terminator Librarian

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 60% of actual size.

ELITES



Space Marine Terminator with
Thunder Hammer and Storm Shield



Heavy Flamer



Stormbolter



Sergeant



Chainfist



Assault Cannon

Space Marine Terminators



Space Marine
Terminator with
Lightning Claws



Space Marine
Terminator with
Cyclone



Stormbolter



Heavy Flamer



Sergeant

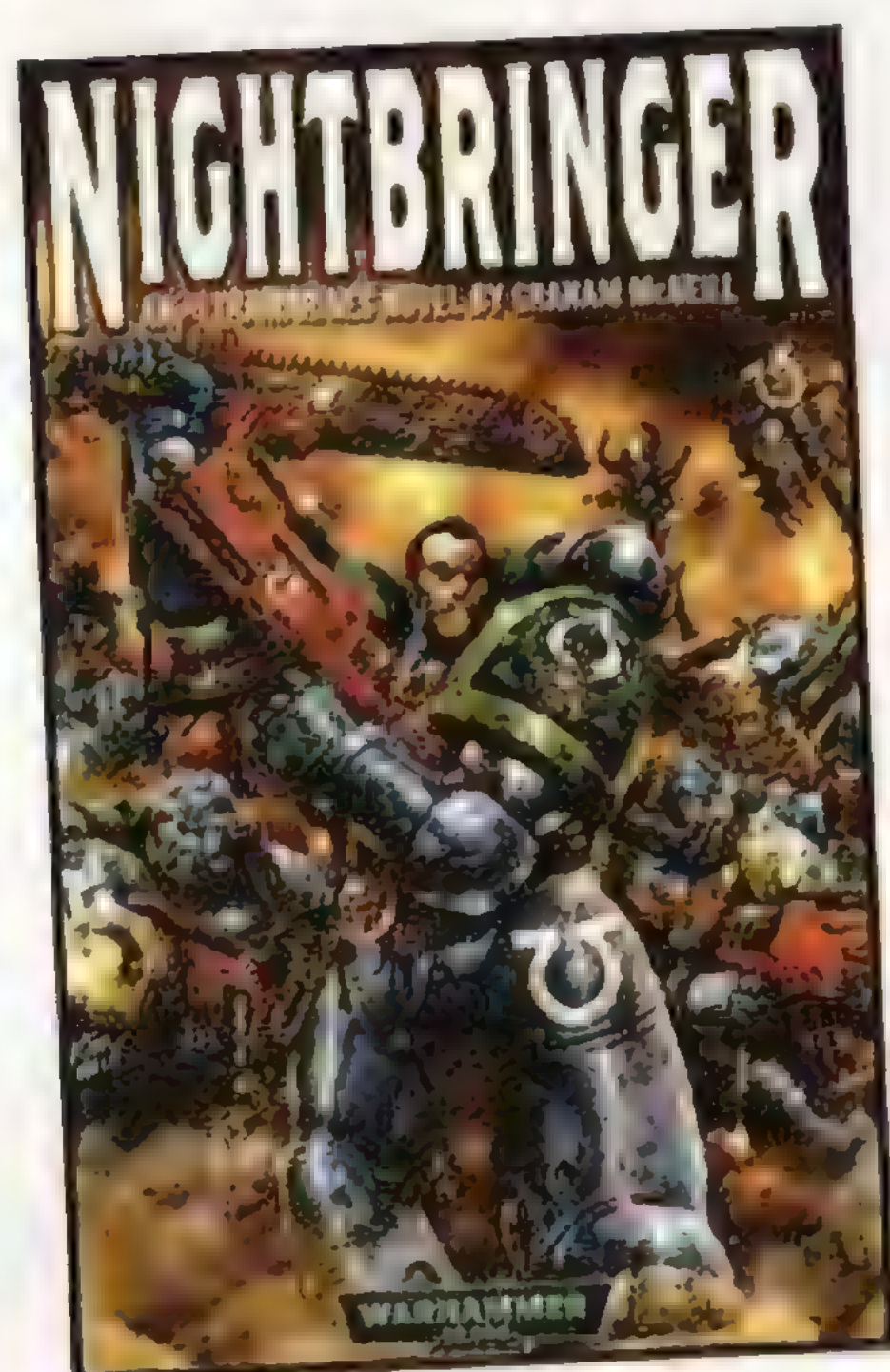


Stormbolter



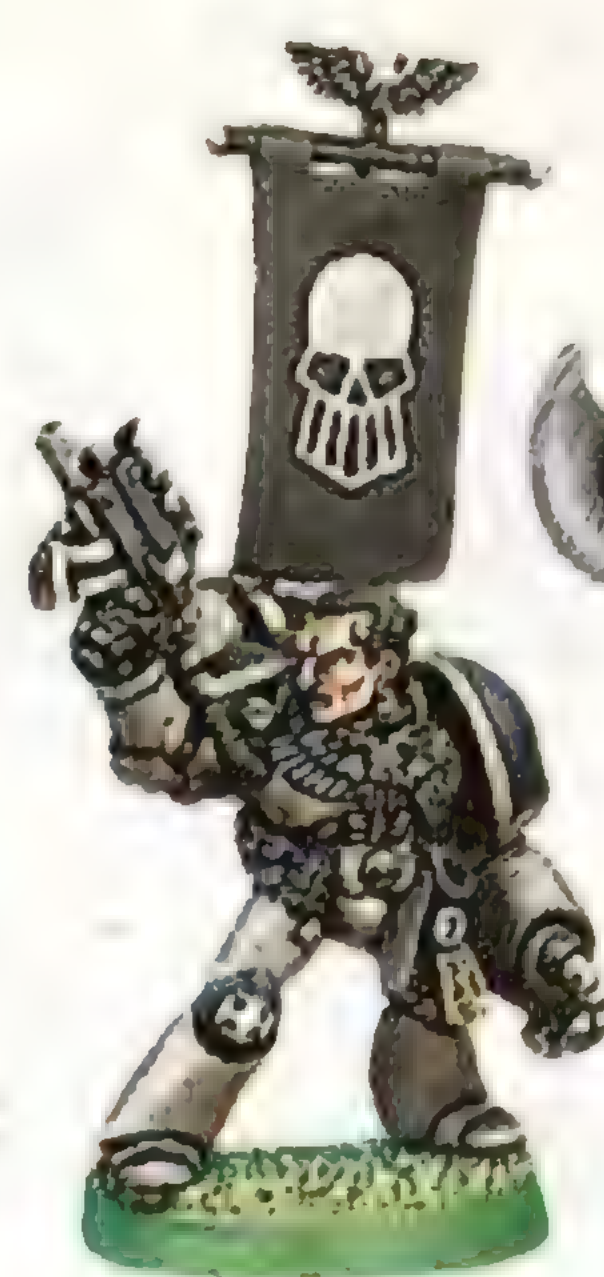
Stormbolter

Space Marine Terminators plastic boxed set



Nightbringer novel

Captain Uriel Ventris of the Ultramarines
is in a race against time for an ancient
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Space Marine Veteran Sergeants



Space Marine Veteran Sergeants

Space Marine
Sergeants are adept
at leading your
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Space Marine Dreadnought
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TROOPS



Space Marine Scouts

Space Marine Scout Sergeant



Space Marine Scout with Heavy Bolter

Space Marine Scouts with Bolters

Space Marine Scouts with Shotguns

Space Marine Scouts with Needle Rifles



Space Marine Scout Squad Boxed set

Space Marine Combat Squad Boxed set



Heavy Weapon - Missile Launcher

Sergeant

Assault Weapon - Flamer

Space Marine Tactical Squad boxed set



Meltagun

Plasma Gun

Space Marines with Assault Weapons



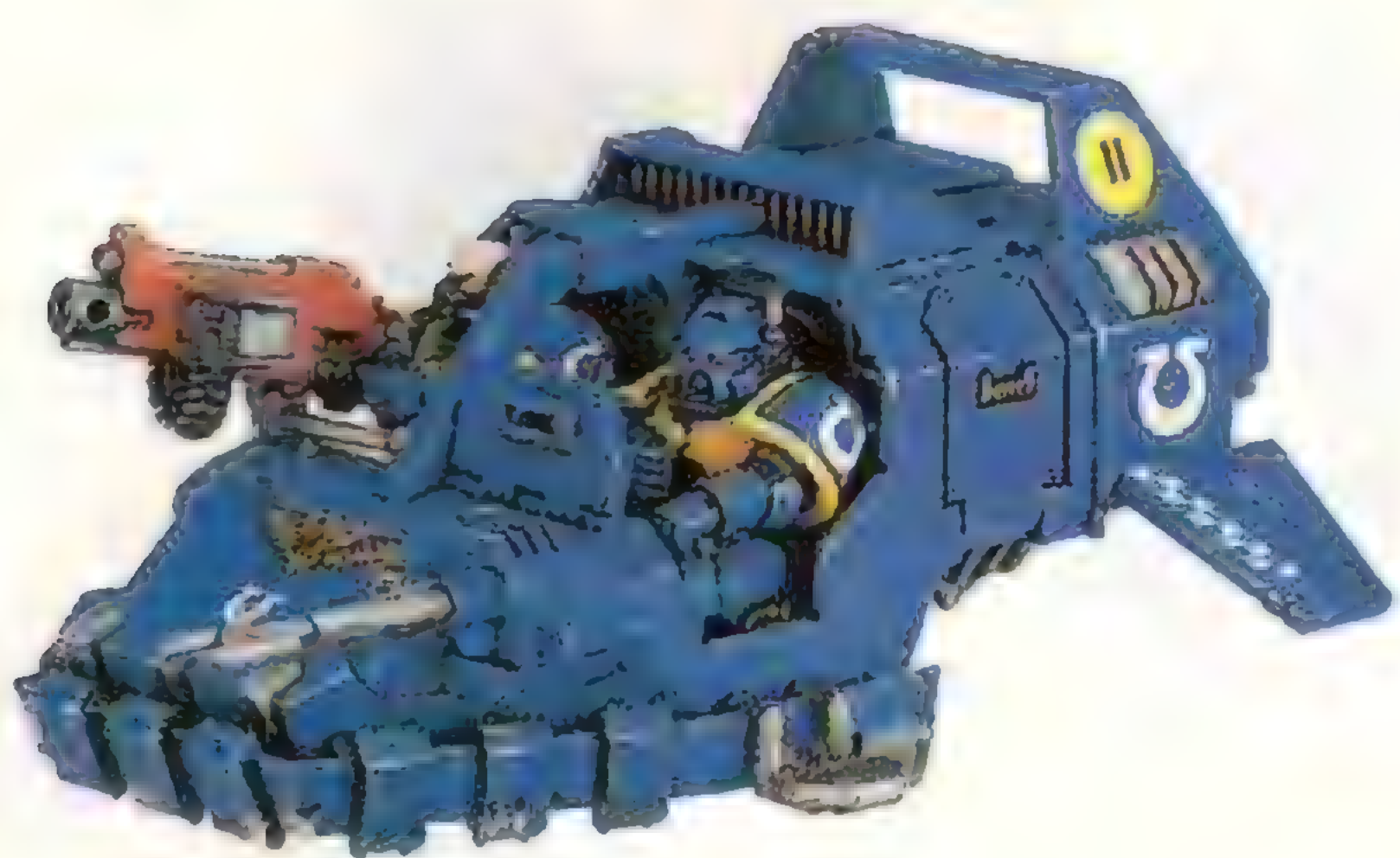
Space Marine Rhino



Space Marine Razorback

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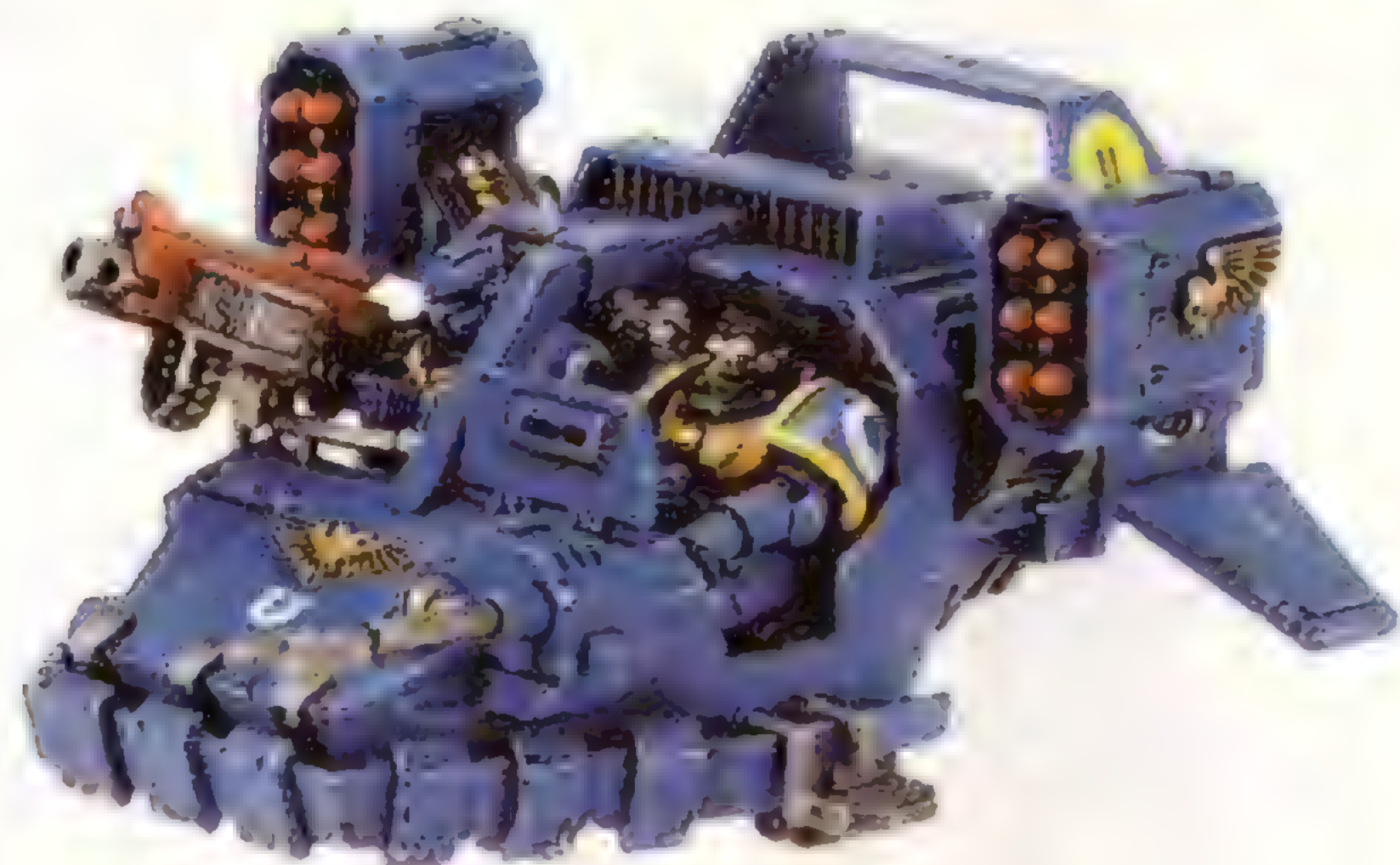
FAST ATTACK



Space Marine Land Speeder boxed set



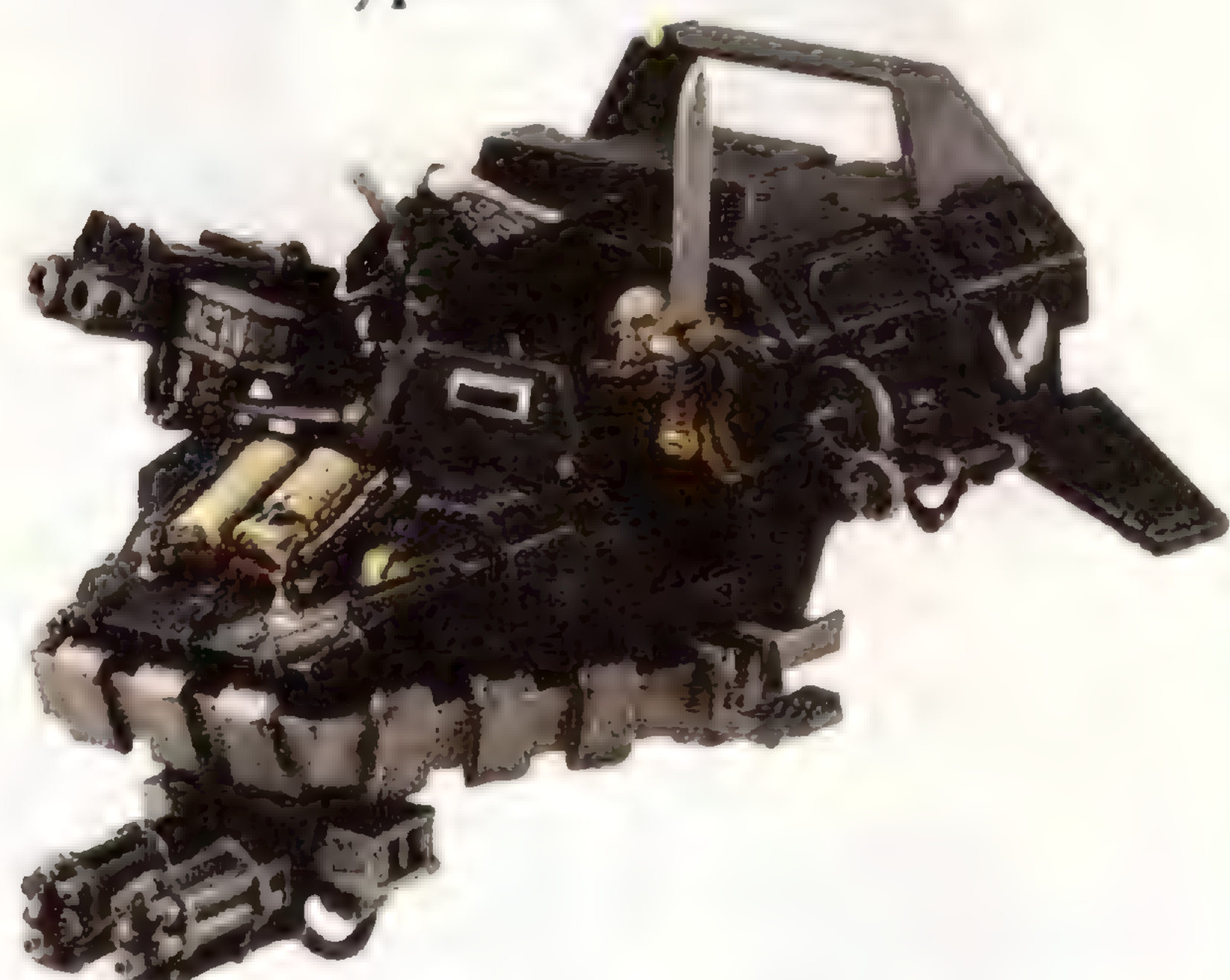
Space Marine Land Speeder
Tornado boxed set



Space Marine Land Speeder
Typhoon boxed set



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Dark Angel Master of the Ravenwing boxed set



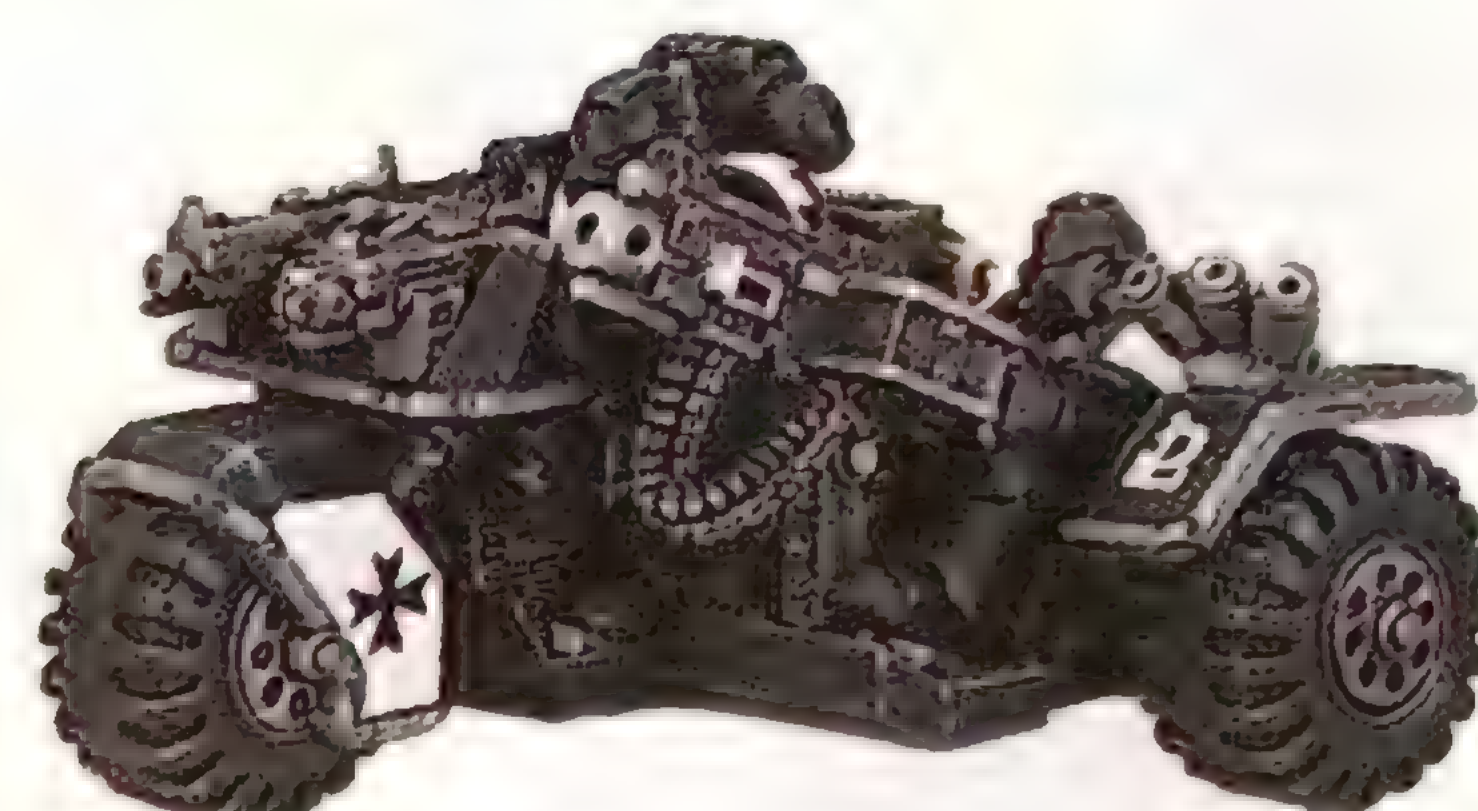
Space Marine Bike Squadron boxed set



Space Marine Bike boxed set



Space Marine Scout Bike Squadron boxed set



Space Marine Attack Bike
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Space Marine Assault Squad boxed set



Space Marine Assault Sergeants

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HEAVY SUPPORT



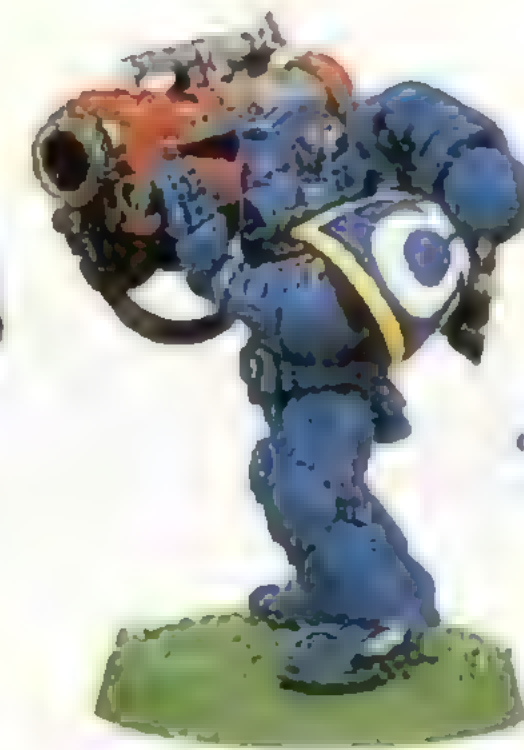
Space Marine Predator Annihilator boxed set



Multi-Melter



Lascannon



Missile Launcher



Sergeant



Heavy Bolter



Plasma Cannon

Space Marine Devastator

Space Marine Devastator Squad Boxed set



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Space Marine Vindicator boxed set



Space Marine Land Raider boxed set

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 60% of actual size.

SPACE WOLVES

Codex: Space Wolves is an add on to Codex: Space Marine and allows you to add new units to your Space Marine army. Below are extra models that allow you to theme your army around the Space Wolf chapter of Space Marines.



Ulrik the Slayer,
Wolf Priest



Ragnar Blackmane,
Wolf Lord



Logan Grimnar,
Great Wolf



Codex: Space Wolves



SPACE WOLF BATTLE FORCE

*The Space Wolf
Battle Force contains:
10 plastic Grey Hunters,
10 plastic Blood Claws,
3 Space Marine Bikes,
1 Rhino, & 1 Gothic Ruins frame*

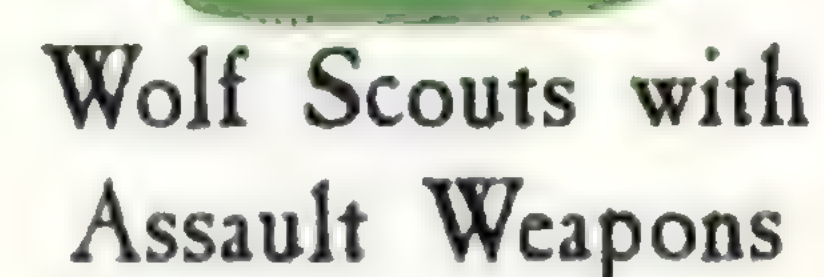




Meltagun



Plasma Gun



Wolf Scouts with Assault Weapons



Assault Cannon



Stormbolter



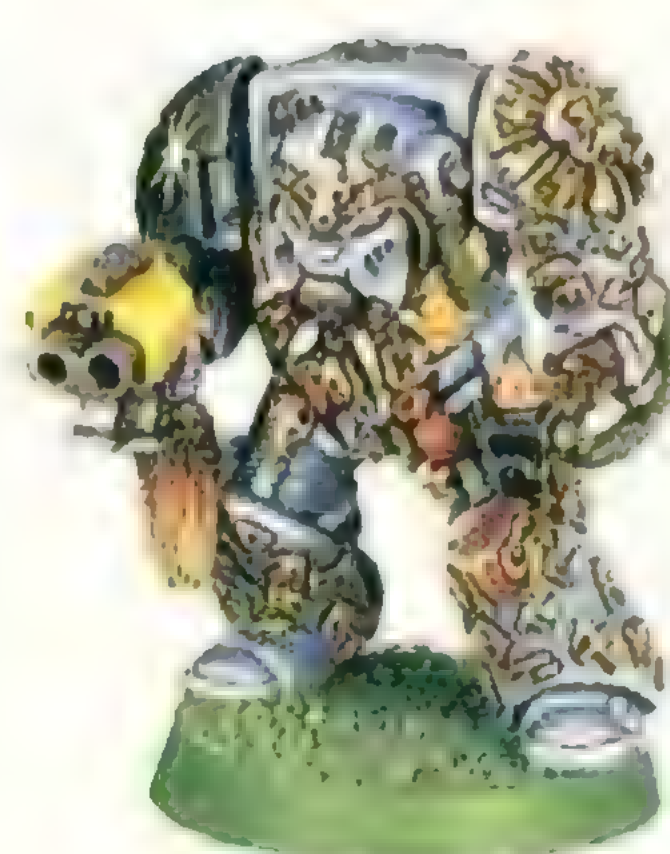
Sergeant



Heavy Flamer



Assault Cannon



Space Marine



Terminator Rune Priest



Space Wolf Grey Hunter Squad



Wolf Scouts



Space Wolf Blood Claws Squad



Wolf Scouts



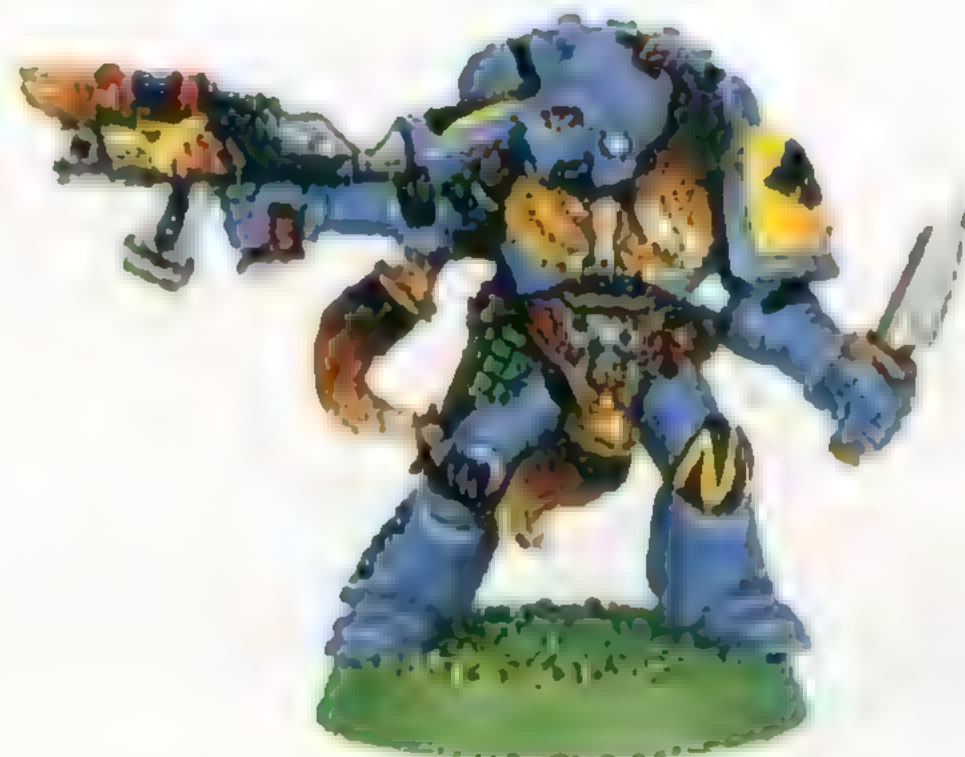
Space Wolf Venerable Dreadnought



Space Wolf Long Fangs Squad



Wolf Guard



Iron Priest



Space Wolf Novels

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 60% of actual size.

SPACE MARINE BLOOD ANGELS

Codex: Blood Angels is an add on to Codex: Space Marine and allows you to add new units to your Space Marine army. Below are extra models that allow you to theme your army around the Blood Angels chapter of Space Marines.



Commander Dante



Chief Librarian Mephiston



Brother-Captain Tycho



Apothecary Corbulo



Space Marine
Blood Angels
Standard Bearer



Blood Angels
Chaplain Lemartes



Death Company
Chaplain



Blood Angels Death Company boxed set



Blood Angels Honour Guard boxed set

Codex: Blood Angels is an supplement to Codex: Space Marine and allows you to add new units to your Space Marine army.



Codex: Blood Angels



Blood Angels 'Baal' Predator boxed set



Space Marine Furioso Dreadnought boxed set

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 60% of actual size.

DARK ANGELS

Codex: Dark Angels is an add on to Codex: Space Marine and allows you to add new units to your Space Marine army. Below are extra models that allow you to theme your army around the Dark Angels chapter of Space Marines.



Veteran Dark Angels
Scout Sergeant Naaman

Codex: Dark Angels is an supplement to Codex: Space Marine and allows you to add new units to your Space Marine army.



Codex: Dark Angels



Commander Azrael,
with Helmet Bearer



Ezekiel, Grand
Master of Librarians



Asmodai,
Interrogator Chaplain



Space Marine Dark Angels
Standard Bearer



Stormbolter

Heavy Flamer

Sergeant

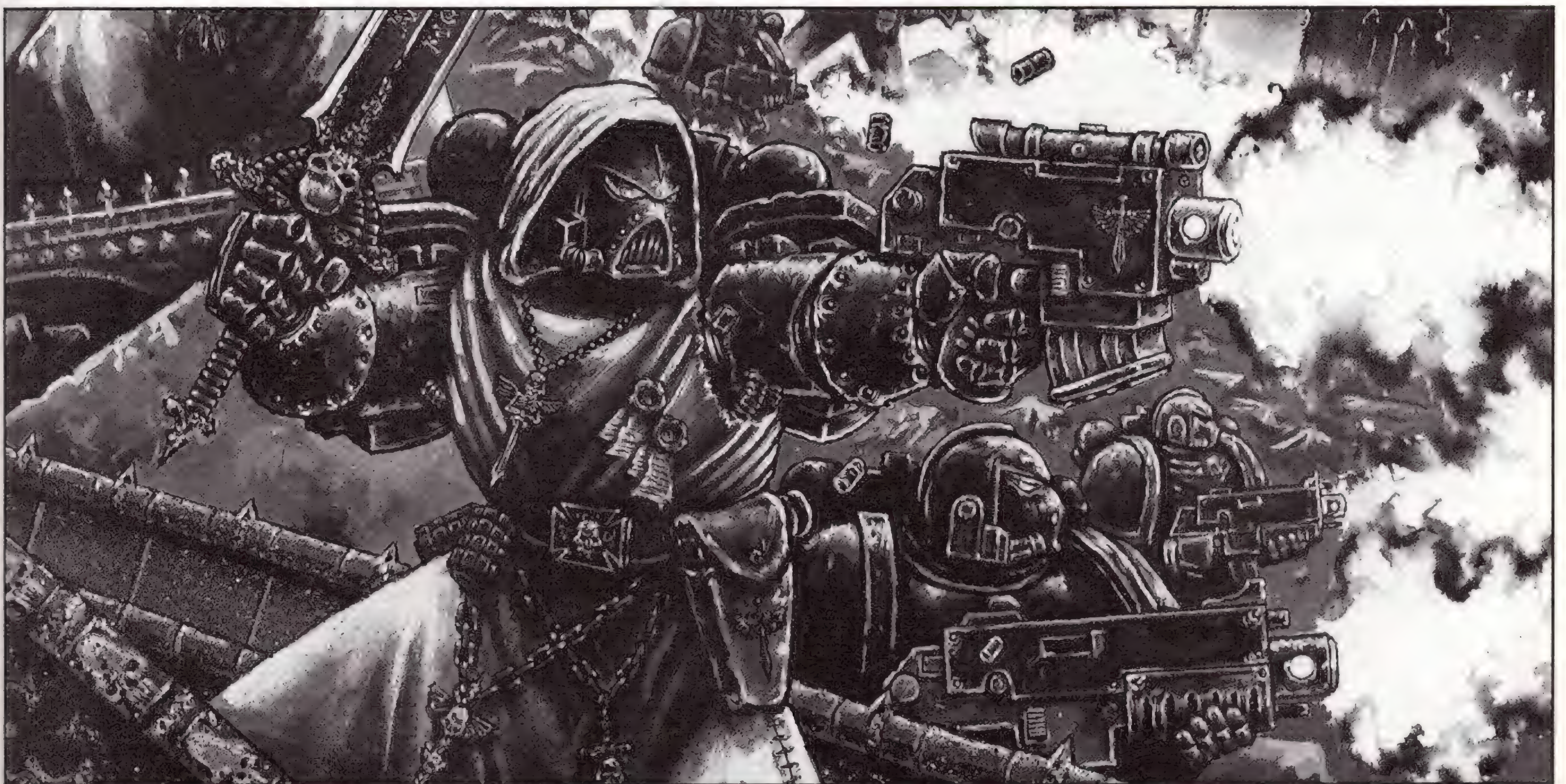
Stormbolter

Chainfist



Dark Angels Space Marines

Deathwing Terminators (Deathwing Terminator with assault cannon not shown)



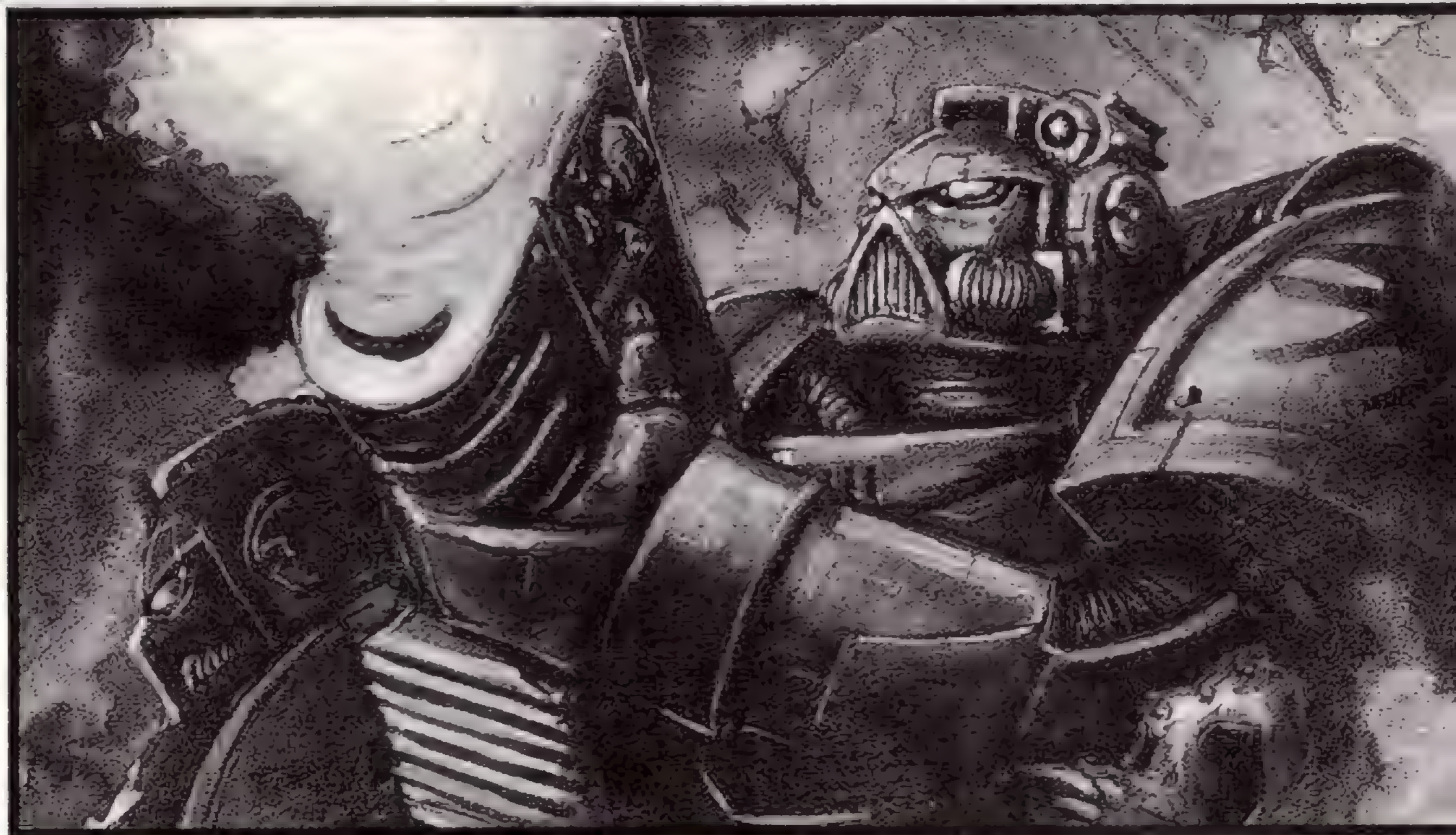
All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 60% of actual size.



The Space Marines are superhuman warriors and superb all-round fighters who have at their disposal an awesome array of powerful guns and hardware. They are easy to paint as they utilise simple, bold colour schemes.



Blood Angels Chief Librarian Mephiston enters the fray.



Dark Angels Apothecary.

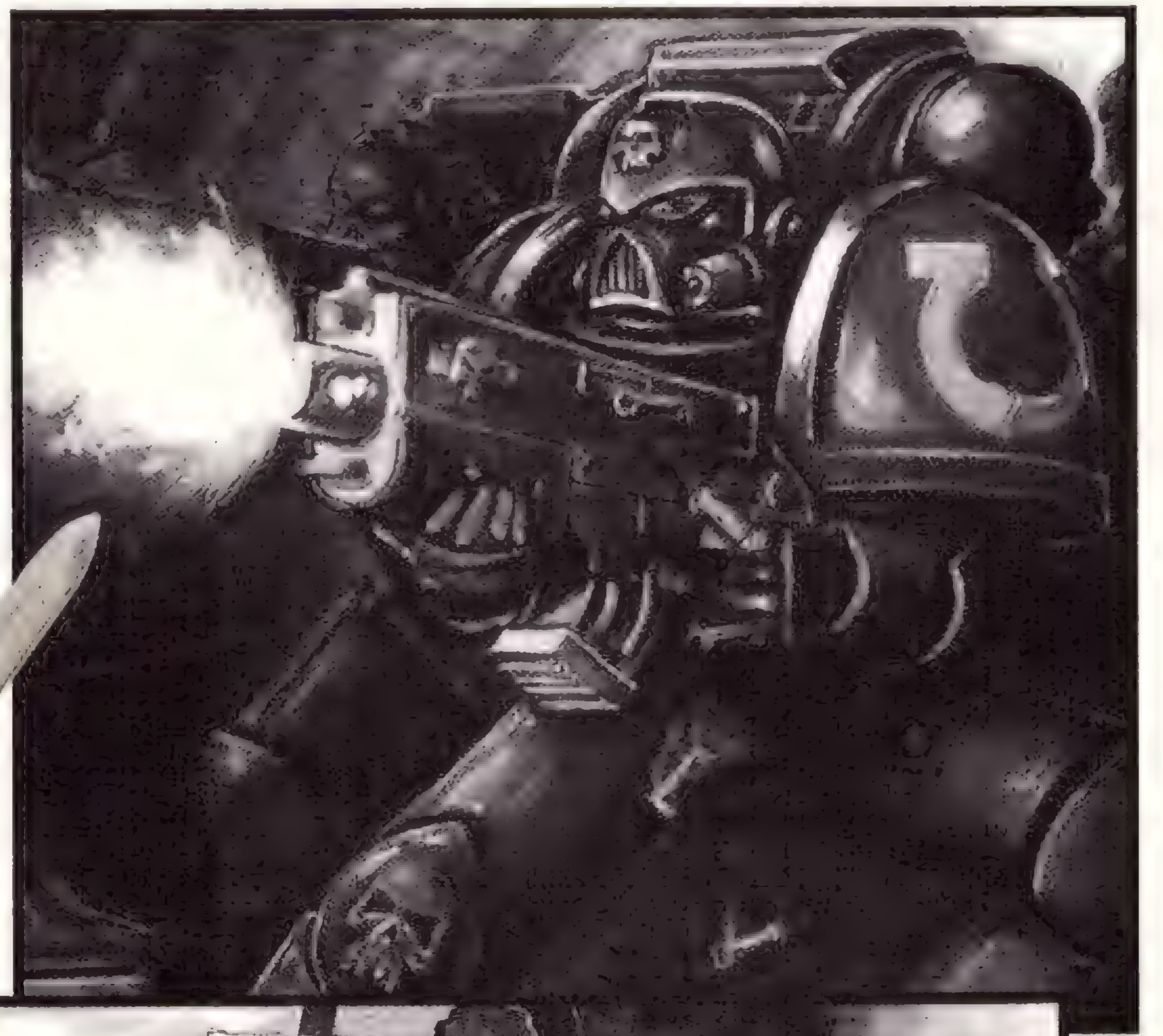


Dark Angels Space Marine Scouts vs Night Lords Chaos Space Marines.





Terminator Captain.



Space Wolf Space Marines Landspeeder.



Blood Angels Space Marine lead by Commander Dante clash with Orks.



Space Wolves Scouts (2 per blister)	C	Brother-Captain Tycho, Commander of the Blood Angels 3rd Company (1 per blister)	F
Terminator Captain (1 per blister)	E		
Terminator Librarian (1 per blister)	E	Chaplain Lemartes (1 per blister)	E
Terminator with Cyclone Missile Launcher (1 per blister)	E		
Terminator with Assault Cannon (1 per blister)	E	Veteran Scout Sergeant Naaman (1 per blister)	D
Terminator (1 per blister)	D	Logan Grimnar (1 per blister)	F
Terminator with Heavy Flamer (1 per blister)	E		
Terminator with Lightning Claws (1 per blister)	D	Salamander Chaplain Xavier (1 per blister)	E
Terminator with Thunder Hammer (1 per blister)	D	Blood Angels Death Company Chaplain (1 per blister)	C
Terminator Sergeant (1 per blister)	D	Space Wolves Scout with assault weapons (1 per blister)	C
Terminator Chaplain (1 per blister)	E		
Ezekiel, Dark Angels Grand Master of Librarians (1 per blister)	F	Space Wolves Standard bearer (1 per blister)	B
Apothecary Corbulo, Sanguinary Priest of the Blood Angels (1 per blister)	E	Blood Angels Space Marines (Random mix of 2 per blister)	C
Blood Angels Chief Librarian Mephiston, Lord of Death (1 per blister)	F		
Commander Dante, Lord of the Blood Angels (1 per blister)	F	Space Marine Assault Sergeant (1 per blister)	C

Price band table

A - £3 B - £4 C - £4 D - £5 E - £6 F - £8 G - £8 H - £10 I - £12 J - £15 K - £18 L - £20 M - £25 N - £30 O - £35 P - £40 Q - £50 R - £75
All prices correct at time of going to press. Contents may vary from those shown.



IMPERIAL GUARD

"Imperial Guardsmen, you are our last line of defence against the alien hordes that threaten our Imperium. Each one of you brave warriors is part of a vast fighting force that will be called upon to serve in the eternal war. You will fight on countless battlefields on a thousand different worlds across the galaxy. And, whether you fight in our great crusading armies or serve with the smallest garrison, you must be proud to sacrifice your life to save Humanity from its enemies."

Commissar Yarrick, addressing new recruits

COLLECTING AN IMPERIAL GUARD ARMY

Imperial Guard commanders have a vast number of models to choose from when picking their army. The overwhelming numbers of an Imperial Guard force requires it to be led by **Command HQ squads** who coordinate the army's sprawling forces. Zealous servants of the Imperium, such as **Commissars**, can also be found leading Imperial Guardsmen to battle. Elite troops such as **Storm Troopers**, **Ogryns** and sharp-eyed **Ratlings** also serve the Emperor in limited numbers. However, the heart of the Imperial Guard is made up of the millions of troops who form **Infantry Platoons** and **Armoured Fist squads** which man the front lines of the battlefield in the name of the Emperor.

The Imperial Guard also contains more vehicles and armour than any other army in the 41st Millennium. Commanders can choose many mighty tanks ranging from stalwart **Leman Russ** to the heavy firepower of the **Basilisk** when selecting their forces. Over the next few pages is the huge selection of Imperial Guard troops available.



Codex: Imperial Guard

This book contains full rules about an Imperial Guard army that are Humanity's last line of defence against darkness.

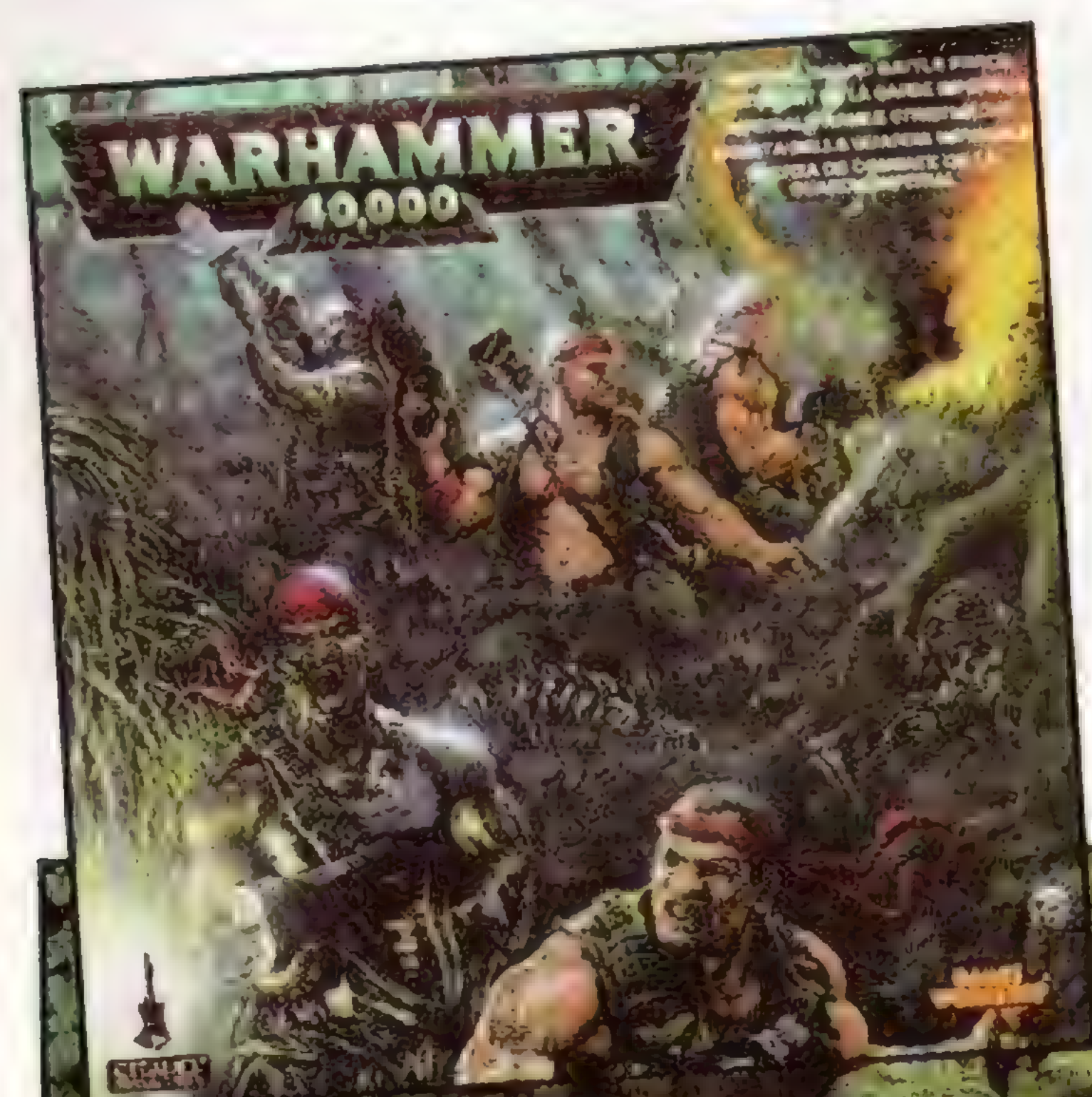
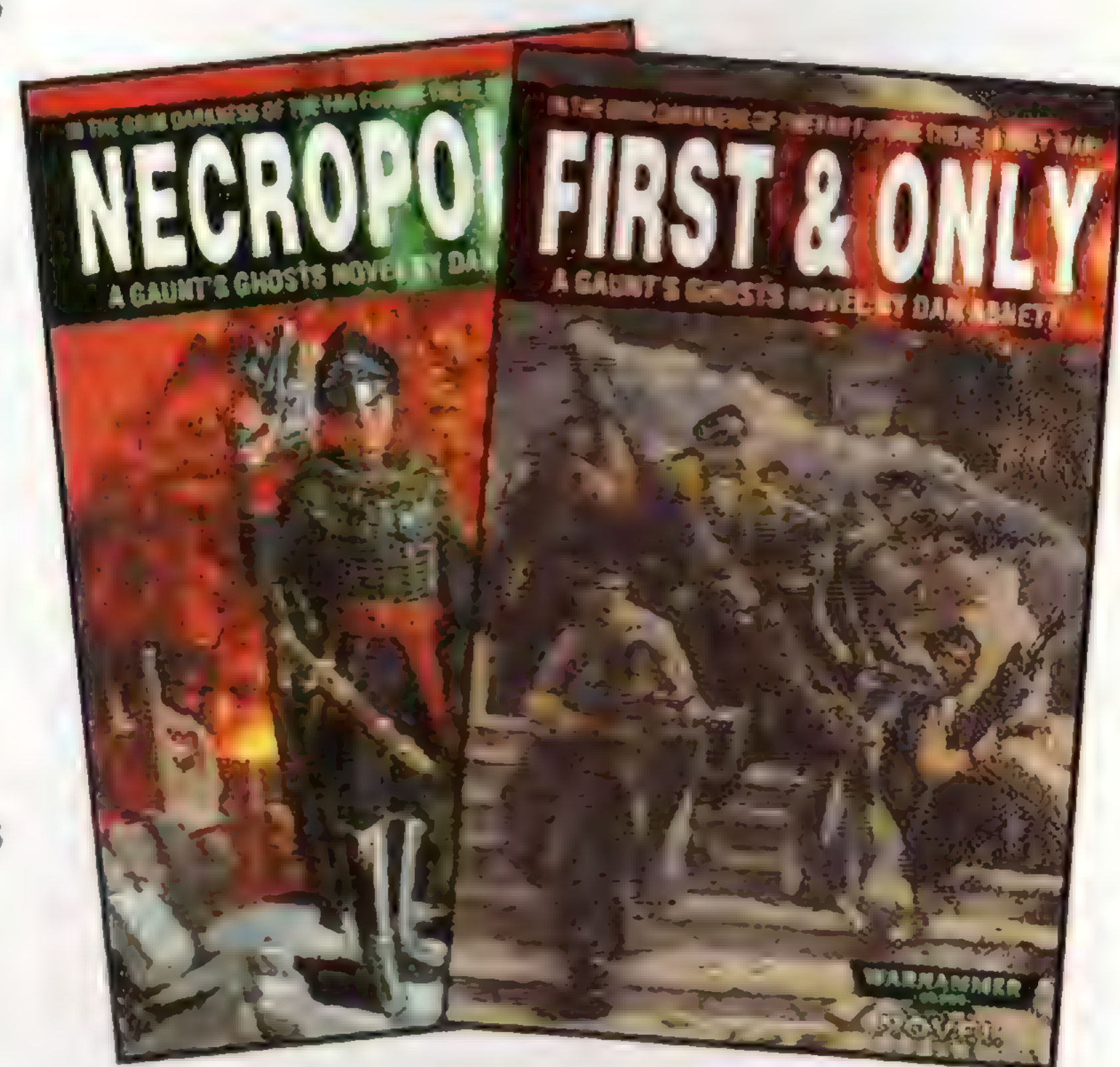
Codex: Armageddon

This 32 page book contains background, painting and full rules for Ork Speed Freeks, Steel Legion, and Space Marines from the Salamander and Black Templar Chapters

Novels

Dan Abnett tells the continuing tale of Commissar Ibram Gaunt and his regiment of brave Imperial Guardsmen, the Tanith First-and-Only, in the stunning Gaunt's Ghosts series:

First & Only, Ghostmaker, Necropolis and Honour Guard.



IMPERIAL GUARD BATTLE FORCE

The Imperial Guard Battle Force contains:
20 plastic Catachan Jungle Fighters,
2 Sentinels, &
1 Leman Russ Battle Tank
Warhammer 40,000 Tree frames (enough components to make four jungle trees).

HQ



Lord Solar
Macharius



Colonel 'Iron Hand'
Straken



Sly Marbo



Commissar
Yarrick



Commissars



Catachan
Captain



Catachan
Lieutenant



Cadian
Lieutenant



Valhallan
Captain



Valhallan
Lieutenant



Guardsman with
comm-links



Steel Legion Lieutenants



ELITES



Stormtrooper Sergeants



Grenade launcher



Flamer

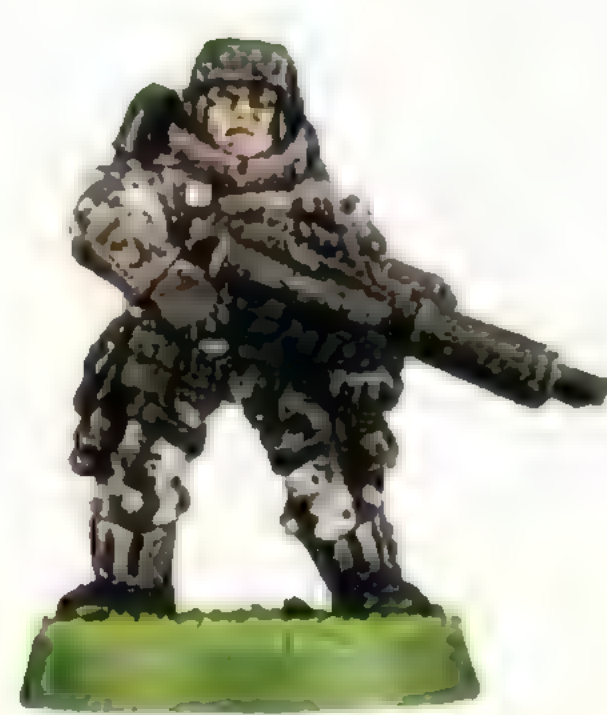


Plasma gun



Meltagun

Stormtroopers with Assault Weapons



Stormtroopers



Ratling Snipers

The huge strength and the incredible toughness of a typical Ogryn means that they have a natural aptitude for combat, while their stupidity means that they benefit very little from basic training. Because of this, Ogryns are often pressed directly into service wearing the clothes and using the weapons they favour on their primitive home worlds



Ogryns

TROOPS



Steel Legion Sergeants

Steel Legion Troopers



Steel Legion Heavy Bolter
(base not included)



Steel Legion Lascannon
(base not included)



Steel Legions
Missile Launcher



Grenade Launcher



Plasma Gun

Steel Legion Troopers
with Assault Weapons



Grenade Launcher



Flamer



Meltagun

Valhallan with Assault Weapon



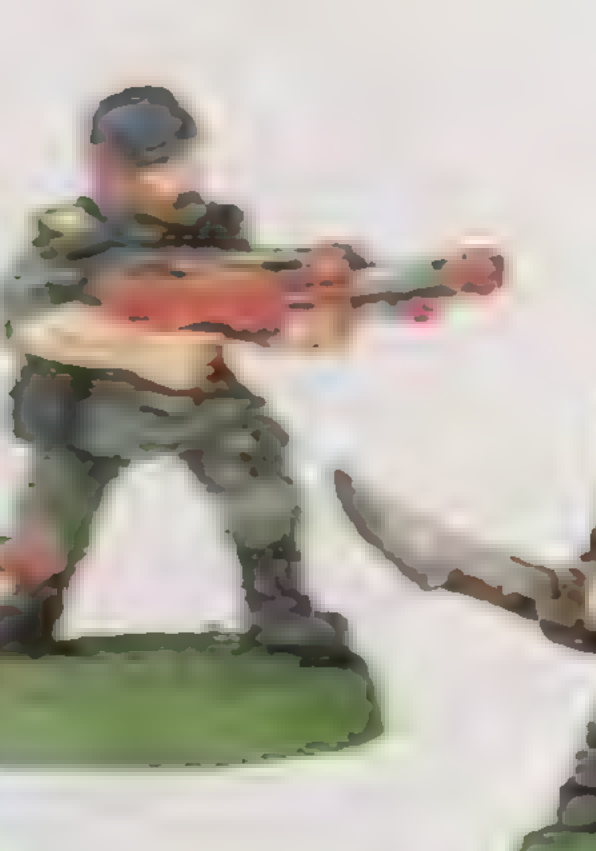
Ice Warriors of
Valhalla Sergeants



Ice Warriors of Valhalla

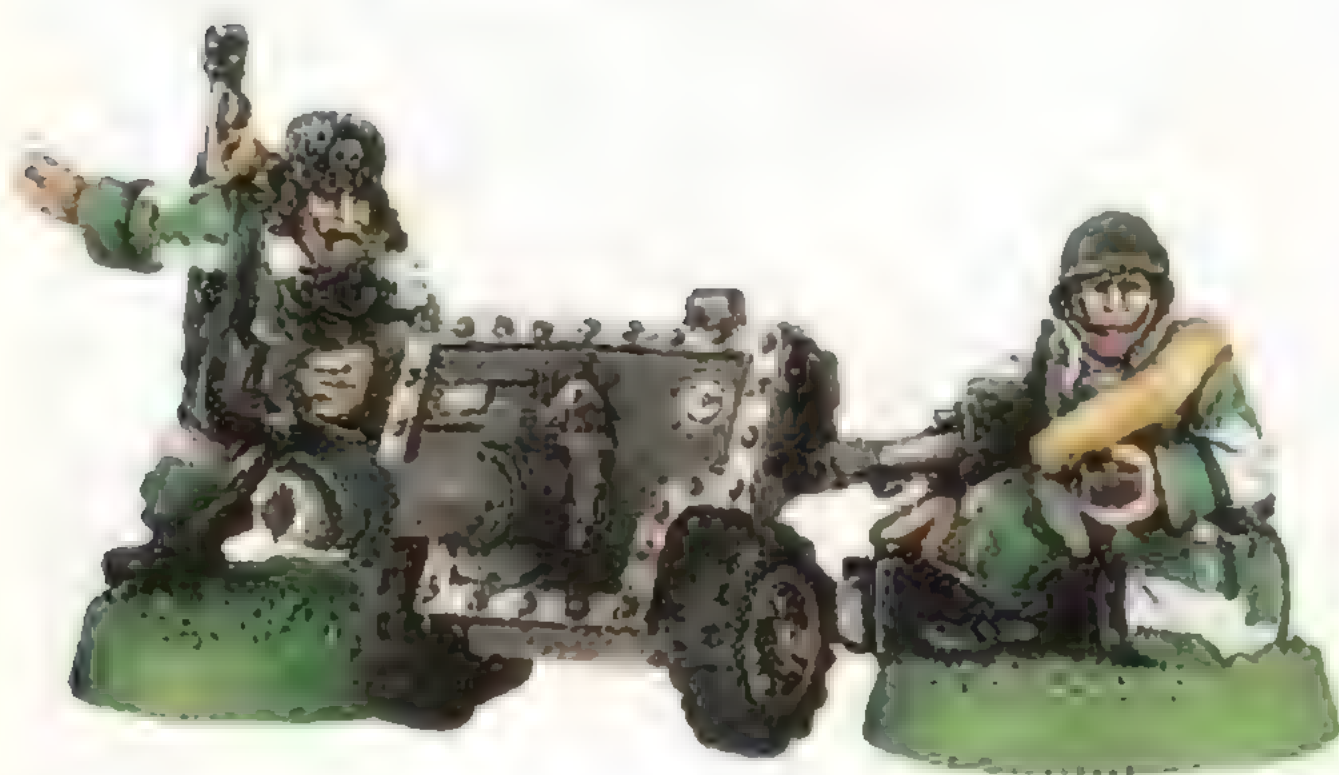


Valhallan Mortar



Cadian Shock Troopers

Cadian Shock
Trooper Sergeant



Valhallan Lascannon



Cadian Lascannon



Plasma Gun



Flamer



Meltagun

Cadians with Assault Weapon



Valhallan Heavy Bolter

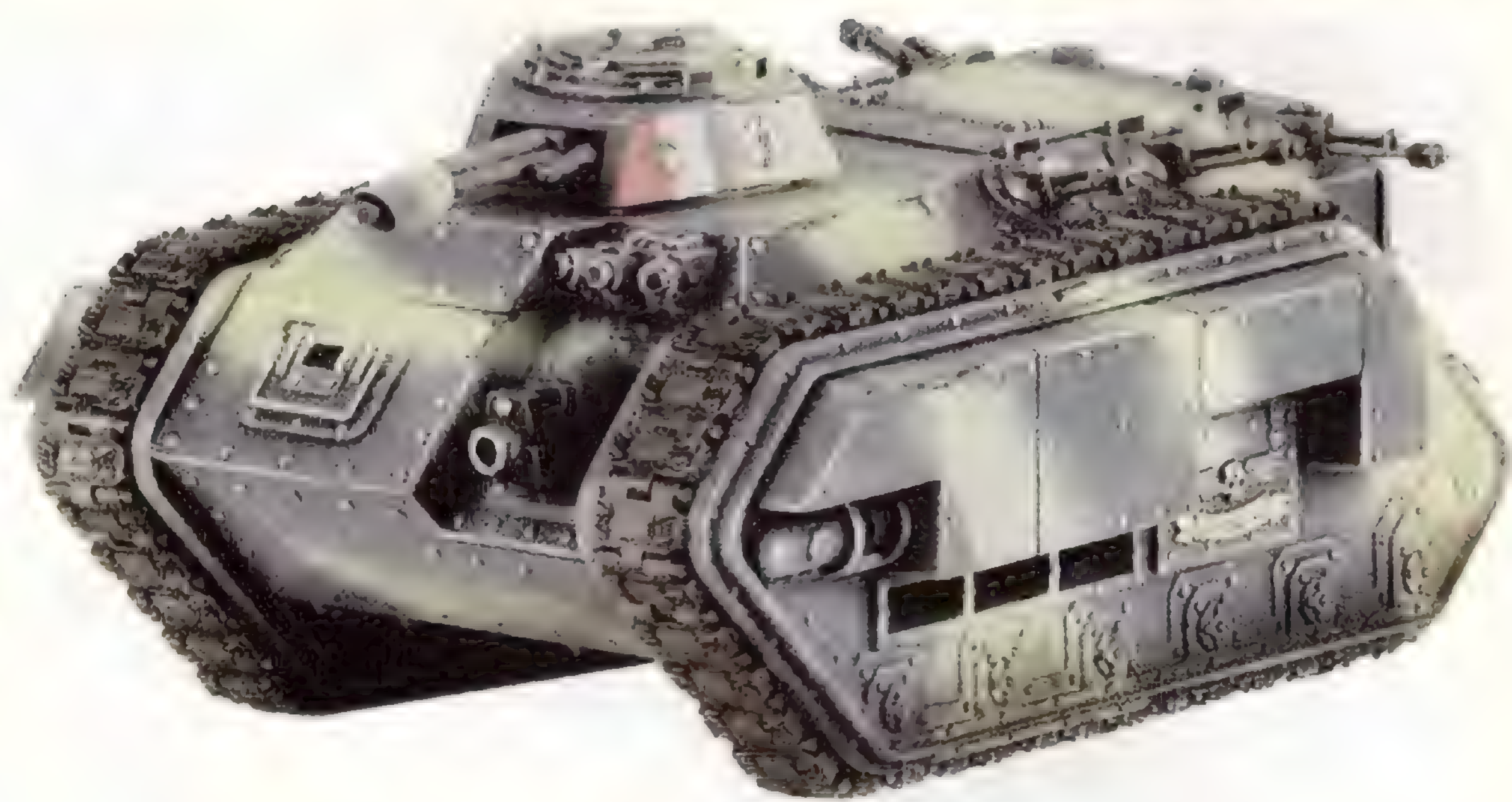


Cadian Autocannon

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 60% of actual size.



Catachan Jungle Fighters



Chimera Armoured Troop Carrier



Catachan Autocannon



Catachan Lascannon



Plasma Gun



Meltagun

Catachans with Assault Weapons



Catachan Mortar



Catachan Missile Launcher



Catachan Heavy Bolter



Colonel Schaeffer's Last Chancers



Codex: Catachans is a supplement to Codex: Imperial Guard and allows you to field a Death World Imperial Guard army.

DEATHWORLD TROOPS

The Catachan models above may be used in any Imperial Guard army, the extra models below allow you to theme your army around one of the many Deathworld Imperial Guard forces.



Catachans with Heavy Flamers



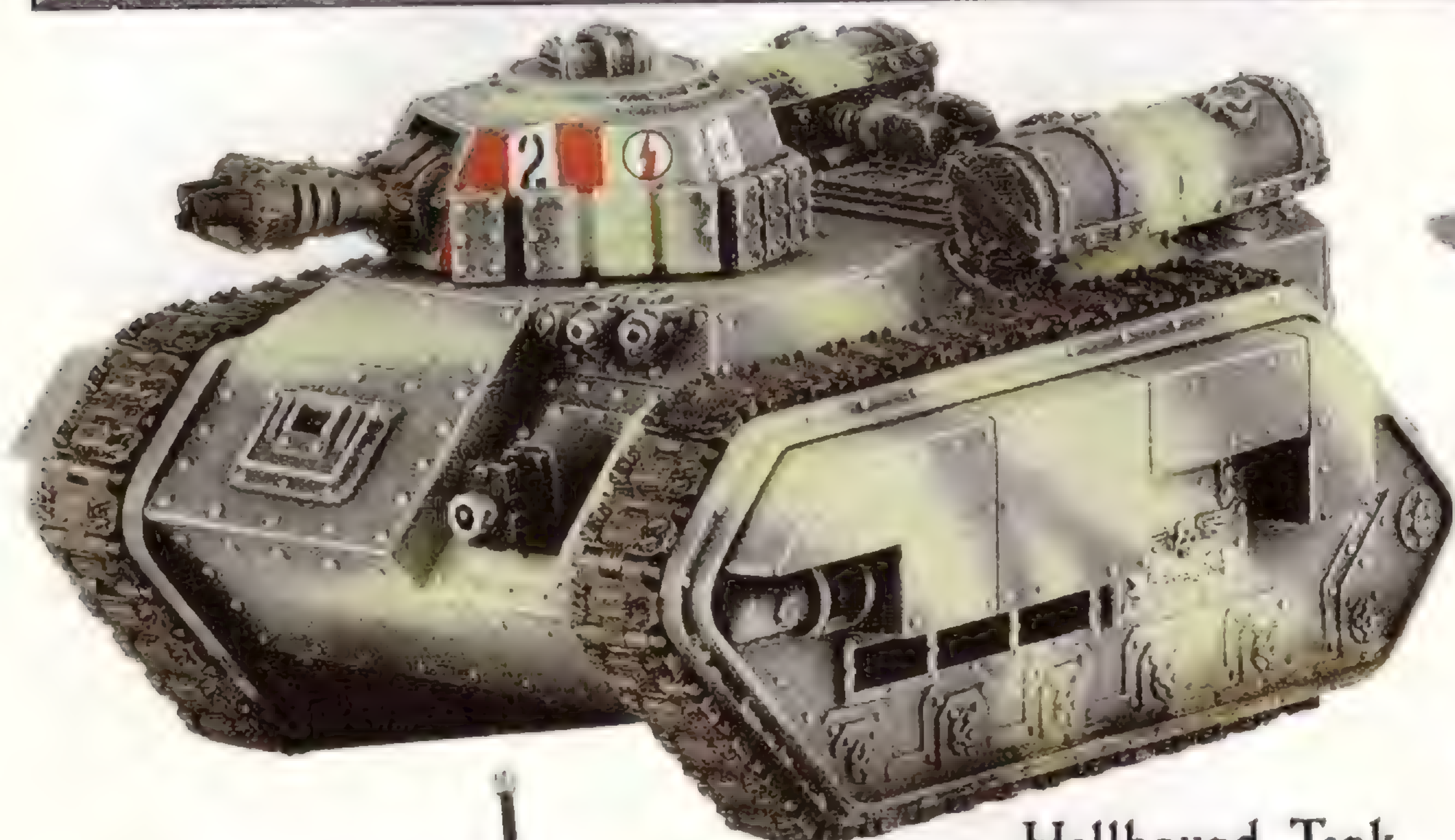
Catachans with Demolition Charges



Catachan Snipers

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 60% of actual size.

FAST ATTACK



Hellhound Tank



Rough Riders with Sergeant



Steel Legion
Sentinel



Imperial Guard
Sentinel

Catachan Sentinel
Squadron (Boxed set
of three Sentinels)



HEAVY SUPPORT



Leman Russ
Exterminator



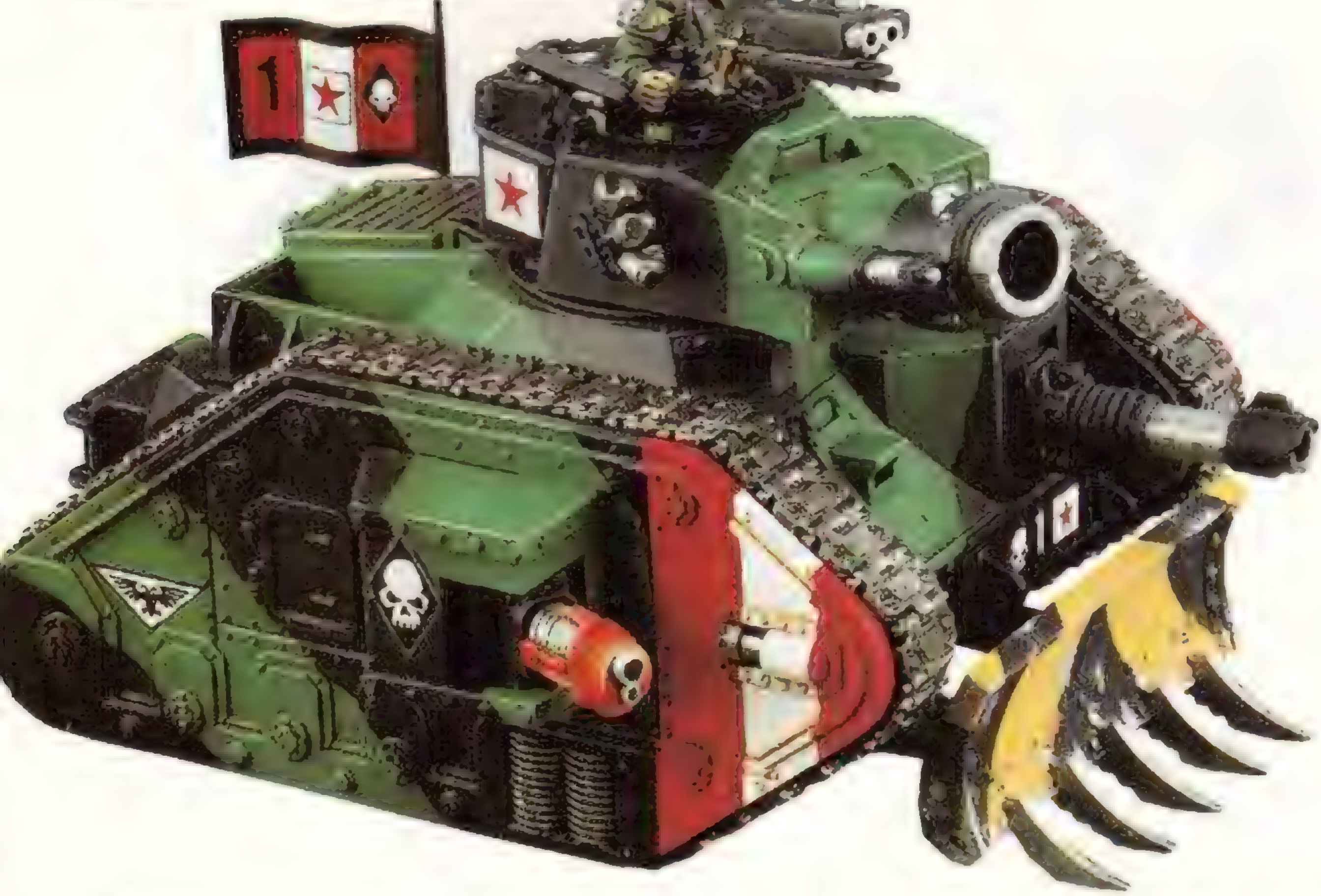
Leman Russ
Battle Tank



Basilisk

All miniatures are supplied unpainted.
Banners are not included unless
otherwise noted. Miniatures shown
60% of actual size.

Leman Russ Demolisher



GAME SUPPLEMENT

Codex: Imperial Guard
(48 page book)

Codex: Catachans
(24 page book)

Codex: Armageddon
(32 page book)

PRICE BANDS

F

C

C

IMPERIAL GUARD BOXED SETS

Imperial Guard Battle Force
(Boxed Battle Force)

Colonel Schaeffer's Last Chancers
(Boxed set of 12 models)

Imperial Guard Sentinel
(Boxed set of 1 model)

Imperial Guard Steel Legion Squad
(Boxed set of 10 models)

Imperial Guard Steel Legion Sentinel
(Boxed set of 1 model)

Catachan Jungle Fighters
(Boxed set of 20 multi-piece plastic models)

Imperial Guard Catachan Sentinel Squadron
(Boxed set of 3 models)

Imperial Leman Russ Battle Tank
(Boxed set of 1 model with colour banners and transfers)

Leman Russ Exterminator
(Boxed set of 1 model)

Leman Russ Demolisher Siege Tank
(Boxed set of 1 model with colour banners and transfers)

Imperial Hellhound Tank
(Boxed set of 1 model with colour banners and transfers)

Imperial Basilisk Tank
(Boxed set of 1 model)

Imperial Chimera Armoured Troop Carrier
(Boxed set of 1 model with colour banners and transfers)

PRICE BANDS

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K

IMPERIAL GUARD BLISTERS

Catachan Colonel 'Iron Hand' Straken
(1 per blister)

Catachan Jungle Fighter Captain
(1 per blister)

Catachan Jungle Fighter Lieutenant
(1 per blister)

Catachan Jungle Fighters
with Assault Weapons (2 per blister)

Catachan Jungle Fighter Snipers
(3 per blister)

Catachan Jungle Fighter Demolition Charges
(2 per blister)

Catachan Jungle Fighter Missile Launcher
(2 crew and 1 heavy weapon per blister)

PRICE BANDS

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Catachan Jungle Fighter Heavy Bolter
(2 crew and 1 heavy weapon per blister)

Catachan Jungle Fighter Lascannon
(2 crew and 1 heavy weapon per blister)

Catachan Jungle Fighter Autocannon
(2 crew and 1 heavy weapon per blister)

Catachan Heavy Flamer Team
(2 per blister)

Catachan Jungle Fighter Mortar
(2 crew and 1 heavy weapon per blister)

Cadian Shock Trooper Lieutenant
(1 per blister)

Cadian Shock Troopers
(3 per blister)

Cadian Shock Trooper Sergeant & Assault Weapons
(2 per blister)

Cadian Shock Troopers Lascannon
(2 crew and 1 heavy weapon per blister)

Cadian Shock Troopers Autocannon
(2 crew and 1 heavy weapon per blister)

Ice Warriors of Valhalla Captain
(1 per blister)

Ice Warrior of Valhalla Lieutenant
(1 per blister)

Ice Warriors of Valhalla
(3 per blister)

Ice Warriors of Valhalla Sergeant & Assault Weapons
(2 per blister)

Ice Warriors of Valhalla Heavy Bolter
(2 crew and 1 heavy weapon per blister)

Ice Warriors of Valhalla Lascannon
(2 crew and 1 heavy weapon per blister)

Ice Warriors of Valhalla Mortar
(2 crew and 1 heavy weapon per blister)

Steel Legion Lieutenant
(1 per blister)

Steel Legion Sergeant & Assault Weapons
(2 per blister)

Steel Legion with Heavy Bolter
(1 per blister)

Steel Legion with Lascannon
(1 per blister)

Steel Legion with Missile Launcher
(1 per blister)

Steel Legion Troopers
(3 per blister)

Storm Trooper Sergeant & Assault Weapon
(2 per blister)

Storm Troopers
(3 per blister)

Lord Solar Macharius
(1 per blister)

Commissar Yarrick
(1 per blister)

Sly Marbo
(1 per blister)

Commissar
(1 per blister)

Rough Rider Command
(1 per blister)

Rough Rider
(1 per blister)

Ogryns
(1 per blister)

Ratling Snipers
(4 per blister)

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Price band table. All prices correct at time of going to press. Contents may vary from those shown.

A - £3 B - £4 C - £4 D - £5 E - £6 F - £8 G - £8 H - £10 I - £12 J - £15 K - £18 L - £20 M - £25 N - £30 P - £40 Q - £50

IMPERIAL ASSASSINS

Agents of the Officio Assassinorum, Assassins are trained for glorious combat in the name of the Emperor. Chosen during childhood, Assassins become immersed in the doctrines of one of the four Temples of Assassination.

COLLECTING ASSASSINS

Assassins are a tool of the Emperor, that when used properly spell certain doom for the enemies of the Imperium. The ultimate harbingers of mankind, none can stand in their way. Once a target has been selected, the Assassins hunt them down and destroy them using speed and stealth, before moving on to their next target. Each of the four Temples specialise in a different form of death. Assassins can be included in Space Marine, Imperial Guard and Sisters of Battle armies.



Vindicare Assassins

The **Vindicare Temple** trains their agents in the use of deadly sniper rifles. Their ability with a rifle is unmatched anywhere within the Imperium. Death is a mere heartbeat away when you are in the crosshairs of a Vindicare Assassin!



Callidus Assassins

The **Callidus Temple** employs subtlety and deceit to accomplish the edicts of the Emperor. Through the Temple's ancient teachings, the Assassin learns to change the very shape of its body allowing it to infiltrate the enemy's lines and achieve its goal.



Culexus Assassins

The twisted agents of the **Culexus Temple** maximise their strange psychic mutation to benefit the Imperium. They cause a natural revulsion in anyone they encounter, causing a distraction in an enemy which often proves fatal.



Eversor Assassins

Warriors of the **Eversor Temple** are relentless in the pursuit of their targets. They train constantly and use powerful drugs to increase their already impressive array of combat abilities. The Eversor Assassin is the most highly trained and brutal killer in the Emperor's arsenal.



ASSASSIN BLISTER

Vindicare Assassin
(1 per blister)
Callidus Assassin
(1 per blister)
Eversor Assassin
(1 per blister)
Culexus Assassin
(1 per blister)

Price bands

E
E
E
E

Price band table.

A - £3 B - £4 C - £4 D - £5 E - £6 F - £8
G - £8 H - £10 I - £12 J - £15 K - £18 L - £20
M - £25 N - £30 P - £40 Q - £50

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Contents may vary from those shown.



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SISTERS OF BATTLE

To most of humanity, the Emperor is venerated as a living god. The vast organisation known as the Ecclesiarchy is the official church which controls and regulates the worship of the Imperium's saviour. The Adepta Sororitas is the fighting arm of the Ecclesiarchy. Trained to the highest standards and equipped with the finest weapons, these zealous female warriors smite the foes of the Emperor across the length and breadth of the galaxy!

COLLECTING A SISTERS OF BATTLE ARMY

The Sisters of Battle army is very similar to the the forces of the Imperial Space Marines in its organisation. Each of the Orders Militant has its own particular traditions and heraldry which they apply to their uniforms and battle gear. However, the Sisters of Battle are not bio-genetically modified superhumans. They are raised from birth to believe in the ideals of the Ecclesiarchy and are the finest warriors the Imperium has to offer, second only to the Mighty legions of the Adeptus Astartes.

The majority of the Adepta Sororitas forces are made up of **Battle Sisters** who fight in close knit units and can be used for a variety of tactical situations. Other units like the elite **Celestian Squads**, high-flying **Seraphim Squads** and heavy-weapon wielding **Retributor Squads** utilise their specialised battle skills to make sure that the Sisters of Battle triumph over all heretics who would oppose their righteous causes. Additionally, Battle Sister armies are often accompanied by veteran members of the Ecclesiarchy, like **Missionaries** and **Preachers**, who use their faith and combat experience to aid the Orders Militant on the field.



Chapter Approved is a compilation of the best of White Dwarf's Chapter Approved feature, plus a number of new articles, all adding to the Warhammer 40,000 game system. It contains new army lists, updates, clarifications, additional wargear and special characters, vehicle design rules, questions and answers on all of the currently published Codexes, plus a host of other bits contributed by players.

Inside Chapter Approved you will find:

Army lists:

- Sisters of Battle
- Revised Necrons
- Blood Angel Death Company
- Imperial Guard Armoured Company

Scenarios:

- Advanced Mission Selection
- Army of Death
- Assassins
- Battle at the Camp
- Capture the Hulk
- Carnage
- Dawn Assault

Additional Rules:

- Dark Lords of Chaos
- Grey Knights
- Cult Terminators
- Night Fighting Expanded Rules
- Ultramarines Special Characters

Vehicle Rules:

- Transport Vehicles
- Vehicle Design Rules
- Tyranid Monstrosities

Plus: Questions & Answers, letters, battle statistics and much more!

Gaming material for Warhammer 40,000

HQ



Battle Sister Canoness

A Canoness is the overall commander of one of the Orders Militant. She is responsible for the spiritual well-being of the Battle Sisters under her command and her non-military duties include leading the Order in its prayer services, performing rites of initiation for new recruits and supervising the running of the order. She is directly answerable to the Prioress of her Convent. In most military campaigns, other servant of the Ecclesiarchy bow to her superior skill and knowledge.



Battle Sister Banner Bearer

Each of the Orders Militant possesses ancient battle banners passed down through the generations from the time when Orders were first founded. They are proudly borne into battle and help to bolster the morale of the Battle Sisters and inspire them to ever greater feats of glory.

ELITES



Confessor



Imperial Missionaries



Imperial Missionary 2



Imperial Preachers



TROOPS



Battle Sisters



Sister Superiors



Flamer



Meltagun

Battle Sisters with Assault Weapon

The zealous Battle Sisters fight in small units at close quarters, favouring meltaguns and flammers to purify their enemies.

FAST ATTACK

The most zealous and aggressive Battle Sisters are trained in the use of jump packs and are schooled in the methods of close combat. The avenging angels of the Seraphim are able to traverse the battlefield quickly and are more than willing to take the fight to the enemy. The addition of a Sister Superior or Veteran Sister Superior makes these assault troops even more dangerous!



Battle Sister Seraphim

HEAVY SUPPORT



Battle Sister Immolator



Heavy Weapon -
Heavy Flamer



Heavy Weapon -
Heavy Bolter



Heavy Weapon -
Multi-melta

Battle Sister Retributor

SISTERS OF BATTLE BOXED SETS

Battle Sisters Seraphim Squad
(Boxed set of 5 models and colour transfers)

Sisters of Battle Immolator
(Boxed set of 1 model and colour transfers)

Sisters of Battle
(Boxed set of 6 models and colour transfers)

SISTERS OF BATTLE BLISTERS

Battle Sisters
(3 per blister)

Sister Superior
(1 per blister)

Battle Sister with Heavy Bolter
(1 per blister)

Battle Sister with Heavy Flamer
(1 per blister)

Battle Sister with Multi-melta
(1 per blister)

PRICE BANDS

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PRICE BANDS

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Battle Sister with Assault weapons
(2 per blister)

Seraphim Battle Sister
(1 per blister)

Seraphim Battle Sister Superior
(1 per blister)

Battle Sister Icon Bearer
(1 per blister)

Battle Sister Canoness
(1 per blister)

Imperial Confessor
(1 per blister)

Imperial Missionary
(1 per blister)

Imperial Missionary 2
(1 per blister)

Imperial Preacher
(1 per blister)

D

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TAU



This 64 page rule book contains background, painting and modelling guides, and full rules for fielding a force of the technologically advanced Tau and their savage Kroot allies.

The Tau inhabit an area of space near the eastern fringe of the galaxy. They are a young, dynamic race, with highly advanced weaponry and technology. Though less than two thousand years old, their fledgling empire is rapidly expanding into space and encountering the elder races of the galaxy. In galactic terms their empire is small, based around a densely packed globular cluster of stars, which enables the Tau to travel between them without many of the dangers normally associated with warp travel. The Tau empire also encompasses several alien races who have been subsumed into the empire voluntarily or whose services are bought through trade agreements.

COLLECTING A TAU ARMY

The Tau are a very powerful army with many specialised troops at their disposal. Their main strength lies in the different types of Battlesuit equipped warriors. These warriors are hardened veterans and their **Battlesuits** are capable of mounting a fearsome array of firepower. Combined with their exceptional armour protection, this makes them very difficult to take out with most troopers' basic weapons. If you're looking for an army that can pack a heavy punch while being able to soak up the enemy's return fire, then the Tau are the force for you. Tau technology is highly advanced with many exciting devices and upgrades with which you can equip the Battlesuits to further enhance their ability to deal death.

Tau Fire warriors are courageous fighters with solid leaders, and if a member of the **Ethereal** caste accompanies them, their confidence and self belief will keep them fighting in the face of insurmountable odds. The Tau dislike close combat, preferring to destroy their enemies at long range with hi-tech weaponry as they are neither particularly strong or tough. When the fighting is likely to get close and bloody, the Tau can call upon allies in the shape of the **Kroot**. These ferocious carnivores, employed as mercenaries, are capable of holding their own against most opponents.

The ongoing expansion of the Tau empire ensures that they are frequently encroaching into other races' territories and border disputes are quick to flare up on the frontiers. Tau space borders on many Ork-held systems and several Imperial sectors. Craftworlds have passed through their space and the first tendrils of the Tyranid hive fleets are approaching. This means that whatever army your opponent has, a Tau player can fight him with no qualms about whether or not such a battle would ever actually arise.



TAU BATTLE FORCE

*The Tau
Battle Force
contains:*

*12 Tau Fire Warriors,
12 Kroot Warriors,
3 Crisis XV8
Battlesuits,
10 Drones, &
1 Jungle Tree frame*

HQ



Commander Farsight
O'shovah



Aun'shi



Tau Ethereal

Little is known of the Tau Ethereal caste, appearing as shrouded, enigmatic figures that eschew the advanced equipment favoured by the Tau Fire caste. Ethereals seem to combine the roles of priesthood and royalty within Tau society, and command unquestioning loyalty from all of the other castes

ELITES



XV15 Stealth Team Shas'ui
& Shield Drone



XV15 Stealth unit



XV8 'Crisis' Battlesuit

Those Fire warriors who prove themselves in battle earn the right to wear a battlesuit and bear the name of Shas'ui. They are experienced fighters who have fought the deadliest foes and triumphed. Their loyalty and skill is beyond question and the best and bravest of them may be honoured by being elevated to become a member of the bodyguard to their Shas'o or Shas'el. Teams of Crisis Battlesuit warriors will have fought together for many years and, in many cases, will have performed the Ta'lissera ritual where the warriors swear oaths of communion and loyalty to one another, placing the welfare of the team ahead of their own personal desires.

TROOPS



Devilfish Troop Carrier



Tau Fire Warrior Team (2 Gun Drones)



Kroot Carnivore Squad



Kroot Shaper

FAST ATTACK



Kroot Hound Pack



Pathfinder Team



Pathfinder Shas'ui & Shield Drone

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 60% of actual size.

HEAVY SUPPORT



Hammerhead Gunship shown with Railgun option



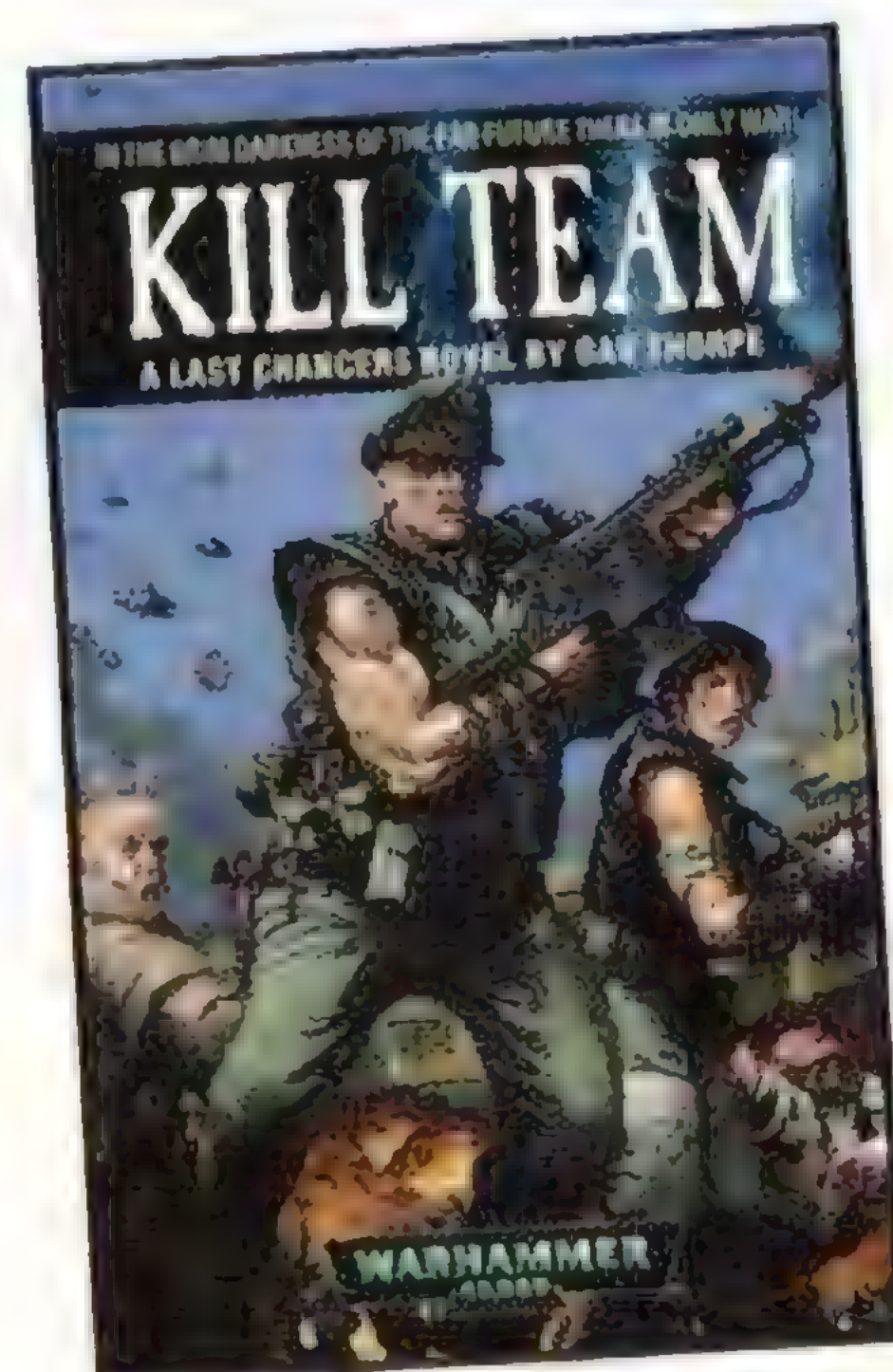
The Hammerhead Gunship comes with an Ion cannon as an optional weapon choice.



Krootox



XV-88 Broadside Battlesuit



Last Chancers – Kill Team

Games developer Gav Thorpe is the author behind the guts-and-glory missions of the worst scum the Imperial Guard has to offer. Read about their first explosive contact with the Tau in Kill Team.

GAME SUPPLEMENTS

Codex: Tau
(64 page army book)

TAU BOXED SETS

Tau Hammerhead Gunship
(Boxed set of 1 model)
Tau Devlfish Troop Carrier
(Boxed set of 1 model)
Tau XV-88 Broadside Battlesuit
(Boxed set of 1 model)
Tau XV-8 Crisis Battlesuit
(Boxed set of 1 model)
Tau Commander Farsight
(Boxed set of 1 model)
Tau Fire Warrior team
(Boxed set of 14 models)
Kroot Carnivore Squad
(Boxed set of 16 models)
Tau Battleforce
(Boxed set of 37 models)

PRICE BANDS

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PRICE BANDS

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TAU BLISTERS

Tau Ethereal Caste
(1 per blister)
Aun'shi, Tau Ethereal
(1 per blister)
Tau Pathfinders
(2 per blister)
Tau Pathfinder Shas'ui
(2 per blister)
Tau XV15 Stealth team
(1 per blister)
Tau XV15 Stealth team Shas'ui
(1 per blister)
Kroot Hounds
(1 per blister)
Kroot Shaper
(1 per blister)
Krootox
(1 per blister)

PRICE BANDS

C

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F

Price band table. All prices correct at time of going to press. Contents may vary from those shown.

A - £3 B - £4 C - £4 D - £5 E - £6 F - £8 G - £8 H - £10 I - £12 J - £15 K - £18 L - £20 M - £25 N - £30 P - £40 Q - £50

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 60% of actual size.

ELDAR

The Eldar are a dying race having suffered a mighty cataclysm that split their once mighty civilisation. They are ancient beyond reckoning and mastered space travel long before humans first gazed upwards at the stars. Now the Eldar are a race of wanderers, fighting to reclaim their shattered domain amidst a galaxy of barbaric usurpers and insidious evil.

COLLECTING AN ELDAR ARMY

Across the galaxy the scattered remnants of the Eldar race cling to existence in mighty floating fortresses of living wraithbone called **craftworlds**. Each of these houses an entire world of Eldar warriors, craftsmen, artisans and scientists. Normally, an Eldar army is made up of troops from one particular craftworld, although you may choose to combine many into one force if you wish. These are normally led into battle by the **Farseer**, a powerful Eldar psychic who guides the craftworld's forces into the fray.

In general, the Eldar are good fighters, with even the most common citizen serving in the **Guardian Defender squad** if the need arises. The **Phoenix Lords** are some of the oldest Eldar warriors, whose skill in battle is nearly unmatched. Additionally, the Eldar possess advanced technology which has baffled all who have attempted to replicate it. Their armies contain a strange and sophisticated combination of anti-grav vehicles such as high-flying **Jetbikes** and **Falcon Grav Tanks**, as well as a myriad of strange war machines such as the spirit-empowered **Wraithlord**. Although Eldar armies are often outnumbered on the battlefield, their immense speed, frightening skill at arms and extremely powerful weapons make them one of the most dangerous armies in Warhammer 40,000. Never underestimate them!



Codex: Eldar is the first step in gathering an Eldar warhost. Complete with a detailed army list, special rules, interesting characters and plenty of colour photos, this book is essential for collecting this ancient race. Also out now is *Codex: Craftworld Eldar*.



ELDAR BATTLEFORCE

The Eldar Battle Force contains:
20 plastic Eldar Guardians,
3 Eldar Jetbikes,
1 Falcon Grav Tank,
1 Vyper Jetbike, &
1 Jungle Tree frame

HQ



Eldar
Avatar



Eldar Farseer



Eldrad Ulthran



Eldar
Warlocks



Phoenix Lord
Karandras



Phoenix Lord
Fuegan



Phoenix Lord
Baharroth



Phoenix Lord
Asurmen



Phoenix Lord
Jain Zar



Phoenix Lord
Maugan Ra

ELITES



Fire Dragon
Exarch



Fire Dragons



Striking Scorpion
Exarch



Striking Scorpions



By using fusion guns and melta bombs, these close quarter combatants can devastate any armour or emplacement.

Striking Scorpions use cover to protect their advance and then spring forward with a hail of lasers from helmet-mounted mandiblasters before attacking with whining chainswords.

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 60% of actual size.



Howling Banshee Exarch



Howling Banshees



Warp Spiders



Warp Spider Exarch



Wraithguard

Warp Spiders utilise warp jump generators to materialise next to their foes. With a blast from their monofilament-spraying death spinners they reduce enemy squads to a pulp and then escape before a bead can be drawn.

Wraithguard are actually wraithbone constructs housing the immortal spirit of a dead Eldar warrior. These living machines are awakened only in the most dire of circumstances, where their strength, resilience and potent wraithcannons can turn the tide of the battle. They are usually fielded in small numbers, and a good way to support your Wraithguard is with a Warlock from the Farseer's retinue.

TROOPS

All citizens residing on a craftworld are trained in the ways of battle so that when danger does arise, they can take up arms and defend their dying civilisation.



Eldar Rangers



Eldar Guardians



Dire Avenger Exarch



Dire Avengers

Dire Avengers are the most tactically flexible of the Aspect Warriors, representing the War God as a noble warrior.

Eldar Heavy
Weapon Platforms

Scatter Laser



Heavy weapon platforms may join Guardian Defender squads for added firepower.

FAST ATTACK



Swooping Hawk
Exarch

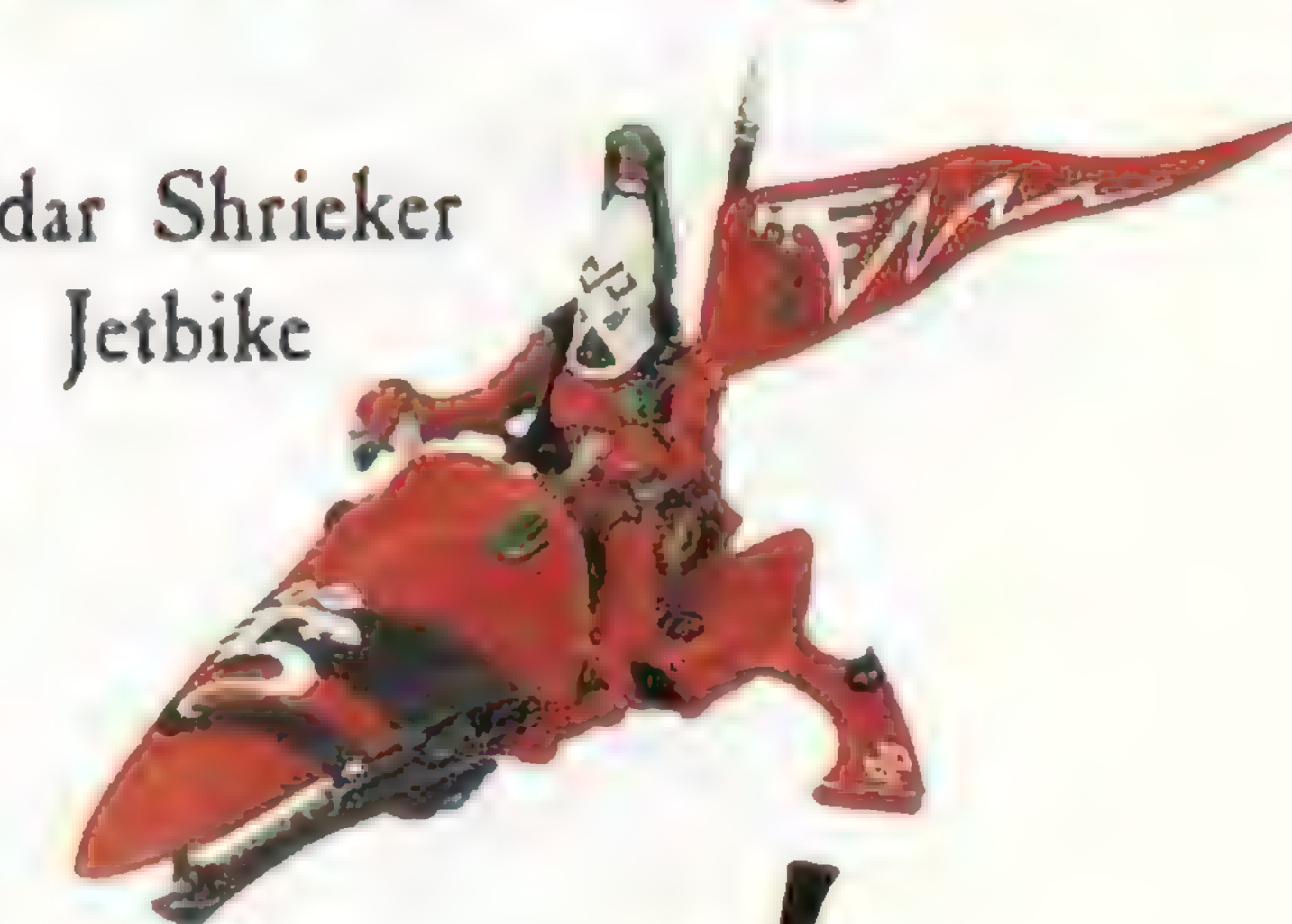
Swooping Hawks



Eldar Vyper
Jetbike



Eldar Jetbike



Eldar Shrieker
Jetbike



Eldar Shining Spear Squad



Eldar Shining Spear Exarch

HEAVY SUPPORT

Implacable in combat and able to devastate entire squads on the battlefield, these mighty machines are some of the Eldar's most powerful war engines.

Eldar Support Weapon
Platforms

Support weapon batteries consist of one to three weapons and are extremely potent.



Eldar Wraithlord



Eldar War Walker



Shadow Weaver



Dark Reaper Exarch

Dark Reapers

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 60% of actual size.

Enemy tanks and artillery don't have a chance against the advanced laser technology of the Eldar Fire Prism. Able to vaporise scores of enemy infantry and blow tanks to bits, the Fire Prism is an essential anti-tank weapon for any Eldar arsenal. Like all Eldar vehicles, the Fire Prism is a skimmer, able to travel over all types of terrain and still deliver its tremendous firepower to practically anywhere on the battlefield.

**Eldar Fire Prism
Grav-Tank**



**Eldar Falcon
Grav-Tank**



The Falcon is the standard mobile combat vehicle of an Eldar army. Fast, elegant and carrying a devastating variety of hull and turret-mounted weapons, the Falcon is an excellent choice for transporting small units of Aspect Warriors or Guardians to the front, or extracting your forces after a quick and hard-hitting raid!

GAME SUPPLEMENTS

Codex: Eldar
(48 page army book)
Codex: Craftworld Eldar
(24 page army book)

ELDAR BOXED SETS

Eldar Shrieker Jetbike
(Boxed set of 1 model with colour transfers and colour banner)
Eldar Vyper Jetbike
(Boxed set of 1 model with colour transfers)
Eldar Jetbike
(Boxed set of 1 model with colour transfers and colour banner)
Eldar Shining Spear Squad
(Boxed set of 3 models)
Eldar Shining Spear Exarch
(Boxed set of 1 model)
Eldar Battle Force
(Boxed army)
Eldar Guardians
(Boxed set of 16 multi-piece plastic models)
Eldar Fire Prism Grav-Tank
(Boxed set of 1 model with colour transfers)
Eldar Falcon Grav-Tank
(Boxed set of 1 model with colour transfers)
Eldar Dire Avengers Squad
(Boxed set of 10 models)

ELDAR BLISTERS

Dark Reapers
(2 per blister)
Dark Reaper Exarch
(1 per blister)
Howling Banshees
(2 per blister)
Howling Banshee Exarch
(1 per blister)
Eldar Farseer
(1 per blister)
Eldar Warlock
(2 per blister)
Eldrad Ulthran, Farseer of Ulthwé
(1 per blister)

PRICE BANDS

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PRICE BANDS

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PRICE BANDS

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Eldar Avatar (1 per blister)	I
Eldar War Walker (1 per blister)	I
Eldar Wraithlord (1 per blister)	I
Warp Spiders (1 per blister)	B
Warp Spider Exarch (1 per blister)	C
Eldar Rangers (2 per blister)	D
Phoenix Lord Karandras (1 per blister)	E
Phoenix Lord Jain Zar (1 per blister)	E
Phoenix Lord Asurmen (1 per blister)	E
Phoenix Lord Fuegan (1 per blister)	E
Phoenix Lord Maugan Ra (1 per blister)	E
Phoenix Lord Baharroth (1 per blister)	E
Wraithguard (1 per blister)	E
Striking Scorpion (2 per blister)	C
Striking Scorpion Exarch (1 per blister)	B
Swooping Hawks (2 per blister)	C
Swooping Hawk Exarch (1 per blister)	B
Fire Dragons (2 per blister)	C
Fire Dragon Exarch (1 per blister)	B
Heavy Weapon Platform (1 per blister)	E
Support Weapon Platform (1 per blister)	G

Price band table

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CHAOS SPACE MARINES

Ten thousand years ago the Imperium was racked by a terrible civil war called the Horus Heresy. The rebellion was led by Warmaster Horus, the most trusted of the Emperor's Primarchs, who had been led to believe by the Chaos gods that it was he, not the Emperor, who should be the leader of Humanity. Almost half of the Space Marines Legions of that time sided with Horus, plunging the Imperium into a terrible galaxy-wide war from which it has never fully recovered.



The war ended with the death of Horus at the hands of the Emperor, but the Emperor himself was mortally wounded and is now only barely kept alive by a life-support unit called the Golden Throne. With the defeat of Horus the surviving Space Marines that had followed him fled to the Eye of Terror – the greatest warp storm in the galaxy. The Chaos Space Marines, or Traitor Legions as they are now called, lurk there to this day, consumed by their hatred of the Emperor, the Imperium and all Mankind. Twisted by continual contact with the Chaos gods, Chaos Space Marines have become a terrible cancer that eats at the heart of the Imperium, and they might, one day, have their revenge...

Codex: Chaos Space Marines is the first step in collecting a Chaos army for Warhammer 40,000. With a full army list, special rules and plenty of colour pictures, this indispensable guide also contains painting advice, special characters and background.

This boxed set is the perfect way to start collecting that murdering force bent on a Black Crusade! Pictured below is this battle force in all of its corrupted glory.

COLLECTING A CHAOS SPACE MARINE ARMY

The Warhammer 40,000 Chaos Space Marine army has one of the widest selections of troop types. Not only do Chaos commanders get to pick from the heretical forces of the **Chaos Space Marine Legions**, but there are tons of speciality troops including **Chaos Space Marine Bikers**, high-flying **Raptor's** and the living weapons of the **Chaos Obliterators**. There are also cults within the Chaos Space Marine army dedicated to the four major powers of Chaos (**Khorne**, **Tzeentch**, **Nurgle** and **Slaanesh**), such as the blood-soaked **Khorne Berzerkers** and the ear-shattering **Noise Marines**. Each one specialises in a particular form of destruction. In addition, Chaos Space Marines can summon help from the Warp itself by enlisting the aid of **Daemon Packs** and **Daemon Beasts** to crush their opponents' bodies and souls. As if that wasn't enough, the army has a wide array of vehicles including the **Chaos Dreadnought**, whose only purpose is to blast opposing forces to bits. Above all, Chaos Space Marine armies are about variety and there are plenty of models available to suit even the most warped Chaos Space Marine Lord.



CHAOS SPACE MARINE BATTLE FORCE

The Chaos Space Marine Battle Force contains:
10 plastic Chaos Space Marines,
12 Khorne Berzerkers,
4 Chaos Space Marine Bikes,
1 Rhino,
1 Chaos Spiky Bitz frame & a set of Gothic Ruins

HQ



Abaddon the Despoiler

Abaddon the Despoiler is the most powerful Chaos Lord to plague the universe since Horus. Rumoured to have been created from the genetic material of Horus himself, this special character is death incarnate!



Ahriman

Ancient and powerful, Ahriman is the greatest Sorcerer of the Thousand Sons Space Marine Chapter. Able to effortlessly wield a plethora of deadly psychic powers, Ahriman has fought the forces of the False Emperor for the last 10,000 years. This special character is one of Tzeentch's greatest mortal champions.



Fabius Bile

Known by many names on many worlds, Fabius Bile is the disgusting corrupter of the human body and soul. His goal is simple: using his vast knowledge of genetic manipulation he wishes to warp Humanity into his insane vision of the New Man!



Khârn the Betrayer

Khârn the Betrayer is Khorne's most dedicated champion. This special character is so violent that he has been known to attack his own troops in a berserk fury!



Cypher, the Fallen One

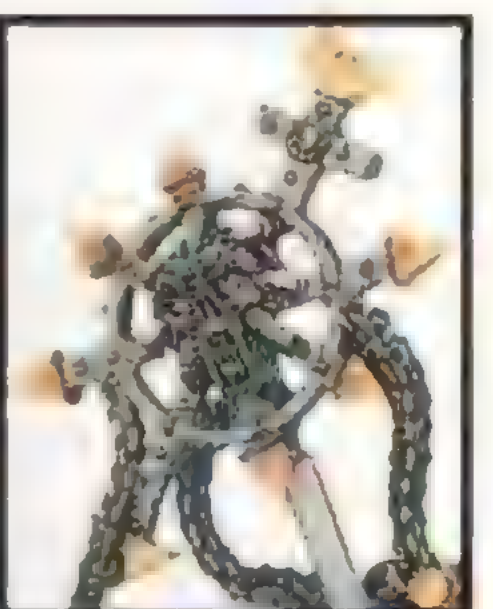
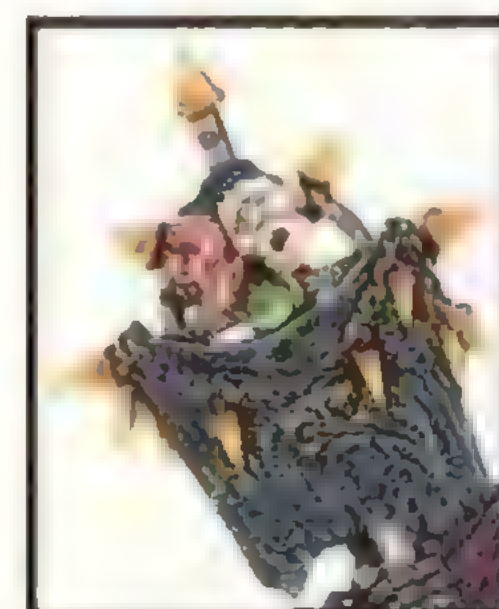
Cypher, the Fallen One is an enigma to even the most learned minds of the galaxy. Spreading strife and animosity whenever he appears, this special character can lend his fighting prowess to any Chaos Space Marine or Imperial Guard army.



Chaos Space Marine Lord



Doomrider



Chaos Space Marine Sorcerers

A Space Marine Librarian opens his mind to whole new paths of dark magical power when the corrupting power of Chaos courses through his veins. With his soul tightly in the grasp of his patron god, a Chaos Sorcerer gains access to psychic Powers such as Doom Bolt or Flames of Tzeentch.



Chaos Space Marine Icon Bearer



Plague Marine Icon Bearer

There are five different icons available for you to place on top of your Chaos Space Marine Icon Bearer.

ELITES



Chaos Terminators

Chaos Terminator
with Reaper Autocannon

Although they are indomitable in close combat, Chaos Space Marine Terminators are almost without equal in a firefight. Their variety of powerful weapons, combined with their amazing armour save, makes these walking emplacements extremely tough when the bolter shells start to fly.



Khorne Berzerkers Aspiring Champions



Chaos Terminator
with Heavy Flamer



Chaos Terminator
Champion



Khorne Berzerkers

These Plastic Khorne Berzerkers can be posed in numerous of different positions!

Khorne Berzerkers live for nothing else but the spilling of blood and crack of bone in brutal close combat. If you like to shred your enemy's forces in an assault, then a few units of Khorne Berzerkers will make sure that you see more than enough gore on the tabletop! Blood for the Blood God!



Plague Marines

Plague Marines have pledged their allegiance to that glorious lord of disease and putrescence, Nurgle. In return he has gifted them with a plague-enhanced constitution making them fearless in combat and the toughest Elite troops available to Chaos Space Marine armies.



Plasma
Gun

Plague Marine
with Assault Weapon



Champion

Champion

Meltagun

Plague Marines,
Plague Marine Champions
and Plague Marine with
Assault Weapon

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 60% of actual size.

TROOPS



Champion

Plasma Gun

Champion

Flamer

Chaos Space Marines, Chaos Space Marine Champions and Chaos Space Marines with Assault Weapons



Plastic Chaos Space Marines



Chaos Space
Marine Rhino

FAST ATTACK



Chaos Space Marine Bike Squadron



Chaos Space Marine Biker

Chaos Space Marine Bikes make an excellent flanking force for supporting your main units of troops. Tie your opponent down with a unit of Khorne Berzerkers, then crush your enemy's flank with Chaos Space Marine Bikers.



Chaos Space Marine Raptors

Meltagun

Plasma Gun

Flamer

Chaos Space Marine Raptors with Assault Weapons

HEAVY SUPPORT

Noise Marines



Blastmaster



Sonic Blaster



Doom Siren

Dedicated to the Chaos god Slaanesh, Noise Marines use an assortment of deadly sonic weapons to destroy enemy units in an orgy of musical fury. These troops are great for short-ranged support actions.



Chaos Space Marine Predator



Chaos Space Marine
with Lascannon



Chaos Space Marine
with Autocannon



Chaos Space Marine
Obliterators



Chaos Space Marine
with Heavy Bolter



Chaos Space Marine
with Missile Launcher



Chaos Space Marine
Dreadnought



Chaos Space Marine
Land Raider

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GAME SUPPLEMENT

Codex: Chaos Space Marines
(48 pages Codex)

CHAOS SPACE MARINE BOXED SETS

Chaos Space Marine Dreadnought
(Boxed set of 1 model plus six different arms and colour transfers)

Plague Marines
(Boxed set of 5 plastic models and colour transfers)

Chaos Space Marine Bike Squadron
(Boxed set of 5 models)

Chaos Space Marine Predator
(Boxed set of 1 model)

Chaos Space Marine Land Raider
(Boxed set of 1 model)

Chaos Space Marine Doomrider
(Boxed set of 1 model)

Khorne Berzerkers
(Boxed set of 12 multi-piece plastic models)

Chaos Space Marine Rhino
(Boxed set of 1 plastic model)

Chaos Space Marine Bike
(Boxed set of 1 bike, colour transfers and banners)

Chaos Space Marine Battle Force
(Boxed Army)

Chaos Space Marines
(Boxed set of 5 multi-posed plastic models and colour transfers)

CHAOS SPACE MARINE BLISTERS

Chaos Space Marines
(2 per blister with 1 power-specific shoulder pad and 3 non-specific shoulder pads)

Chaos Space Marine Champion
(1 per blister)

Chaos Space Marine with Assault Weapon
(1 per blister)

Chaos Space Marine Sorcerer
(1 per blister)

Chaos Space Marine Havoc with Heavy Bolter
(1 per blister)

Chaos Space Marine Havoc with Missile Launcher
(1 per blister)

Chaos Space Marine Havoc with Lascannon
(1 per blister)

Chaos Space Marine Havoc with Autocannon
(1 per blister)

PRICE BANDS

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PRICE BANDS

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Noise Marine with Doom Siren
(1 per blister)

B

Noise Marine with Sonic Blaster
(1 per blister)

B

Noise Marine with Blastmaster
(1 per blister)

B

Chaos Space Marine Icon Bearer
(1 Chaos Space Marine and 1 random icon per blister)

B

Chaos Space Marine Obliterator
(1 per blister)

D

Chaos Space Marine Raptor
(1 per blister)

B

Chaos Space Marine Raptor with
Assault Weapon (1 per blister)

B

Chaos Space Marine Lord
(1 per blister)

E

Abaddon the Despoiler, Warmaster of Chaos
(1 per blister)

G

Fabius Bile
(1 per blister)

F

Khârn the Betrayer
(1 per blister)

F

Ahriman
(1 per blister)

F

Cypher, the Fallen One
(1 per blister)

E

Khorne Berzerker Champion
(1 per blister)

B

Chaos Plague Marines
(2 per blister)

C

Chaos Plague Marine Champion
(1 per blister)

B

Chaos Plague Marine with Assault Weapon
(2 per blister)

A

Chaos Terminator
(1 per blister)

D

Chaos Terminator with Reaper Autocannon
(1 per blister)

E

Chaos Terminator with Heavy Flamer
(1 per blister)

E

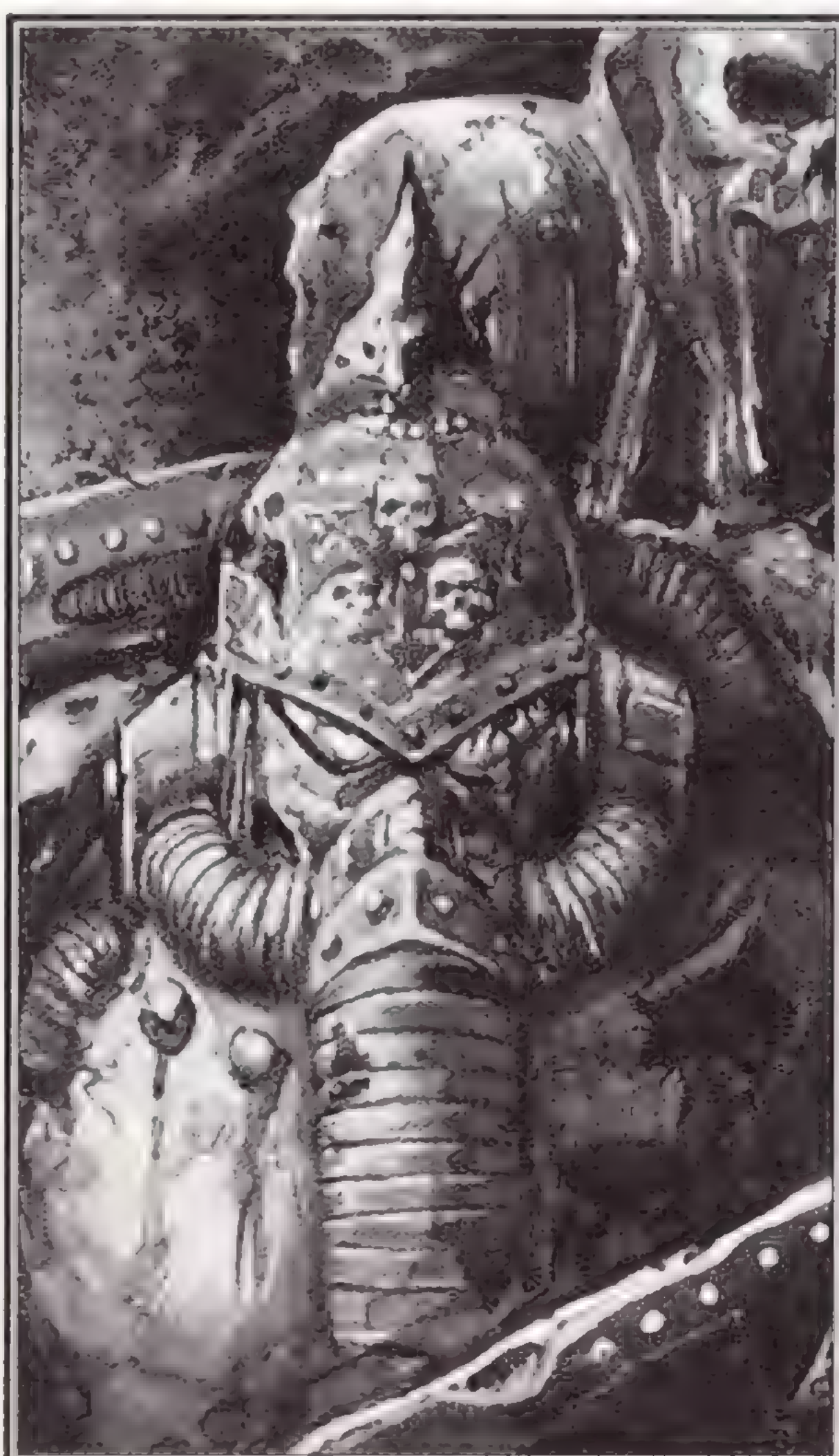
Chaos Terminator Champion
(1 per blister)

D

Price band table.

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DARK ELDAR

The piratical Dark Eldar are a curse upon every inhabitant of the galaxy. Cruel, vicious and merciless, these heartless raiders strike with inhuman speed and skill. Whether on a mission to capture slaves or simply out to murder all in their path, all you can do is pray that the Dark Eldar don't take you alive.

COLLECTING A DARK ELDAR ARMY

The Dark Eldar army is like a fast (and cruel) scalpel, able to make razor strikes against the enemy. To command them properly will require stealth, cunning and guile – certainly different abilities from the sledgehammer tactics of an Ork player!

A Dark Eldar army will be led to battle by a vicious **Archon** or **Dracon** who has risen to power over the corpses of many opponents. Often this wicked battle leader will be accompanied by a retinue of heavily armoured **Incubi** or even a pain loving **Haemonculus**.

The other forces of a Dark Eldar army can range from the combat drug enhanced **Wyches** to the high-flying terror of the **Scourges**. You can combine these units with a wide selection of ultra-fast vehicles such as the **Reaver Jetbikes** or the troop carrying **Raiders**. Speed and mobility are essential to any Dark Eldar Lord looking for conquest! Over the next few pages you can see at least one example of every Dark Eldar model available. What are you waiting for? There's a whole galaxy of souls out there to reap, so get out there and show no mercy!



Codex: Dark Eldar is the place to start collecting a malicious Dark Eldar army. With a full army list, special rules and plenty of colour pictures, this indispensable guide also contains painting advice, kabal ideas, conversion tips and more.



DARK ELDAR BATTLE FORCE

*The Dark Eldar Battle Force contains:
20 plastic Dark Eldar Warriors,
1 Dark Eldar Raider,
5 Reaver Jetbikes, &
Warhammer 40,000 Tree
frame (enough
components to make
four jungle trees).*

HQ



Dark Eldar Lords



Dark Eldar Haemonculi



Urien Rakarth,
Master Haemonculus



Kruellagh
the Vile



Lelith
Hesperax



Dark Eldar Incubi

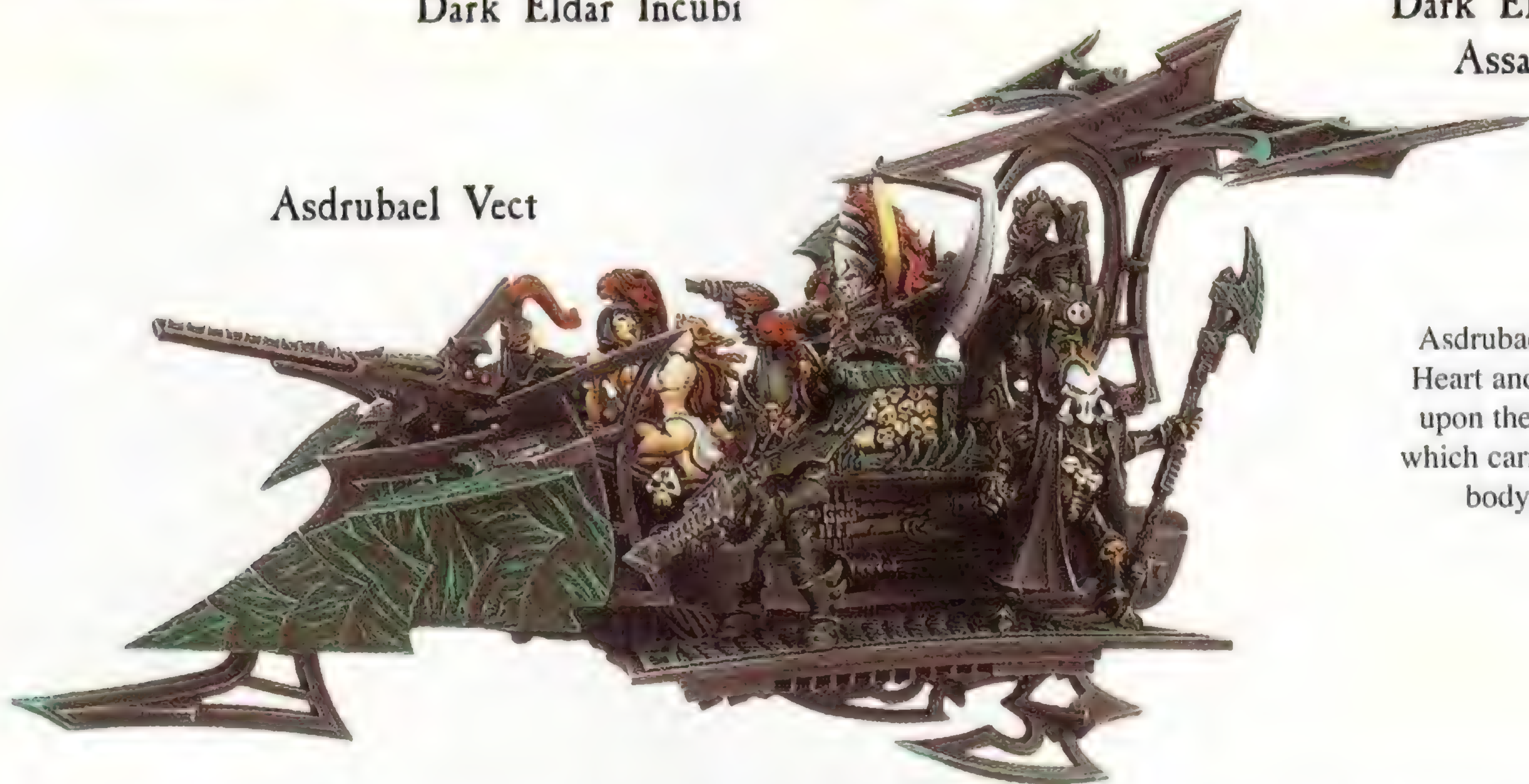


Dark Eldar Incubi with
Assault Weapons



Drazhar,
Master of Blades

Asdrubael Vect



Asdrubael Vect is the lord and master of the Kabal of the Black Heart and holds an iron grip over his vicious minions. Vect rides upon the Dais of Destruction, an ornate version of the Ravager, which carries not only the Kabal Master but also his own personal bodyguard into the thick of battle to gather more slaves!

ELITES



Dark Eldar Beastmaster and Warp Beasts



Dark Eldar Mandrakes

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 60% of actual size.



Wyches with Wych Weapons



Dark Eldar Succubi



Wyches with Assault Weapons



Dark Eldar Wyches Boxed Set



Wyches



Dark Eldar Grotesques

Each Dark Eldar Wych unit has the ability to upgrade one Wych model to carry a razorsnare and falchion, one with hydraknives, and one model with a shardnet and impaler at no additional cost. These expert warriors are veterans of the murderous gladiatorial pits, making each unit even more deadly with their unique combat skills!

Combining incredible combat expertise with powerful weapons and ability enhancing combat drugs, Dark Eldar Wyches are some of the finest close combat troops available to Dark Eldar Kabals.



All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 60% of actual size.

TROOPS



Dark Eldar Warriors



Dark Eldar Warriors
with Dark Lances



Dark Eldar Raider



Dark Eldar Sybarites



Blaster

Shredders

Dark Eldar Warriors with
Assault Weapons

FAST ATTACK

Dark Eldar Jetbike Squad



Dark Eldar Jetbike

Jetbike squads consist of between three and ten Reavers. To bulk up an already deadly squad, single jetbikes are also available in a boxed set.



Dark Eldar Hellions

Dark Eldar Scourges with
Dark Lances & Splinter Cannons

Dark Eldar Scourge
with Splinter Rifle

Dark Eldar
Scourge Sybarite

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 60% of actual size.

HEAVY SUPPORT



Dark Eldar Talos

Powered by the victims it captures and tortures within itself, this mechanised monstrosity lashes out in all directions with its massive claws and deadly salvos from its Talos sting.



Dark Eldar Ravager

The Ravager is the bane of any tank commander. Combining the speed of the troop carrying Raider and armed with three Dark Lance laser weapons makes this vehicle a force to be reckoned with.

GAME SUPPLEMENT

Codex: Dark Eldar
(48 pages)

DARK ELДАР BOXED SETS

Dark Eldar Warriors
(Boxed set of 16 multi-piece plastic models)

Dark Eldar Battle Force
(Boxed army)

Dark Eldar Raider
(Boxed set of 1 model)

Dark Eldar Ravager
(Boxed set of 1 model)

Dark Eldar Jetbike Squadron
(Boxed set of 3 models)

Dark Eldar Jetbike
(Boxed set of 1 model)

Dark Eldar Wyches
(Boxed set of 5 models)

Dark Eldar Talos
(Boxed set of 1 model)

Asdrubael Vect, Supreme Lord of the Kabal
(Boxed set of 1 model)

PRICE BANDS

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PRICE BANDS

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Dark Eldar Scourge with Heavy Weapon
(2 per blister)

E

Dark Eldar Mandrakes
(3 per blister)

D

Dark Eldar Hellion
(1 per blister)

A

Dark Eldar Grotesques
(3 per blister)

D

Dark Eldar Beastmaster
(1 per blister)

A

Dark Eldar Warp Beasts
(2 per blister)

B

Dark Eldar Wyches
(3 per blister)

D

Dark Eldar Wych with Wych Weapons
(1 per blister)

A

Dark Eldar Wych with Assault Weapon
(1 per blister)

C

Dark Eldar Incubi
(2 per blister)

D

Dark Eldar Incubi with Assault Weapon
(1 per blister)

A

Dark Eldar Succubus
(1 per blister)

A

Dark Eldar Lord
(1 per blister)

D

Dark Eldar Haemonculus
(1 per blister)

A

Kruellagh the Vile
(1 per blister)

E

Urien Rakarth, Master Haemonculus
(1 per blister)

E

Drazhar, Master of Blades
(1 per blister)

E

Lelith Hesperax
(1 per blister)

F

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ORKS

"The Orks plague the galaxy from end to end with their ceaseless warring and strife. They are a race rooted so deeply in war that peace is utterly incomprehensible to them. They cannot be bargained with or bought, save with weapons which they will inevitably turn against those who tried to bribe them. I pray with all my faith that some great catastrophe will annihilate them, but I fear that ultimately it is they, not we, who will rule the galaxy"

Imperial High Lord Xanthias



Codex: Orks is the place to start collecting a Ork army. With a full army list, special rules and plenty of colour pictures, this indispensable guide also contains painting advice, army ideas, conversion tips and more.



The Orks aren't the most organised race in the universe, but when they put their minds to fighting, nothing is gonna stand in their way! Using the sound tactic of the biggest and toughest one being in charge, the **Ork Warboss** leads massive mobs of troops forward, consuming the enemy in a sea of green fury. As you may have guessed, the basic idea behind any Ork army is to gather the boyz, and when you think you've got enough, gather some more. Employ this philosophy when putting your army together. Ork **Slugga Boyz** use all manner of sharp-edged choppas and the Ork-made slugga pistol for crude combat. **Stikk Bommas** lead the charge on bunkers and emplacements with destructive stikkbomb grenades, while **Shoota Boyz** provide covering fire with their heavy weapons. Mingling throughout the boyz are the **Gretchin**. Smaller and weaker than Orks, these troops are led by Ork **Slavers**. Gretchin are relegated to doing things like clearing mine fields and digging ditches for the rest of the army.

Those Orks tough (or lucky) enough to survive more than a few battles can form up into elite units. **'Ard Boyz** have collected enough metal to craft crude suits of armour. **Stormboyz** rain death upon enemy forces before assaulting with their rokkit packs.

Orks are mad for speed and have an unhealthy love for driving big vehicles armed with big guns around the battlefield. **Mekboyz** hammer together all sorts of vehicles and **Dreadnoughts**, which are used to carry their battle-hungry comrades right into the thick of combat!

Check out all the Ork models on the following these pages along with all sorts of Orky advice and start your own WAAAGH!



ORK BATTLE FORCE

*The Ork
Battle Force contains:
16 plastic Ork Boyz,
5 Warbikes,
1 Wartrukk,
1 Warbuggy, &
1 Barricade frame*

HQ



Ork Warlord
Ghazghkull Thraka



Ork Warboss



Ork Nobz & Ork Nobz in 'Eavy Armour



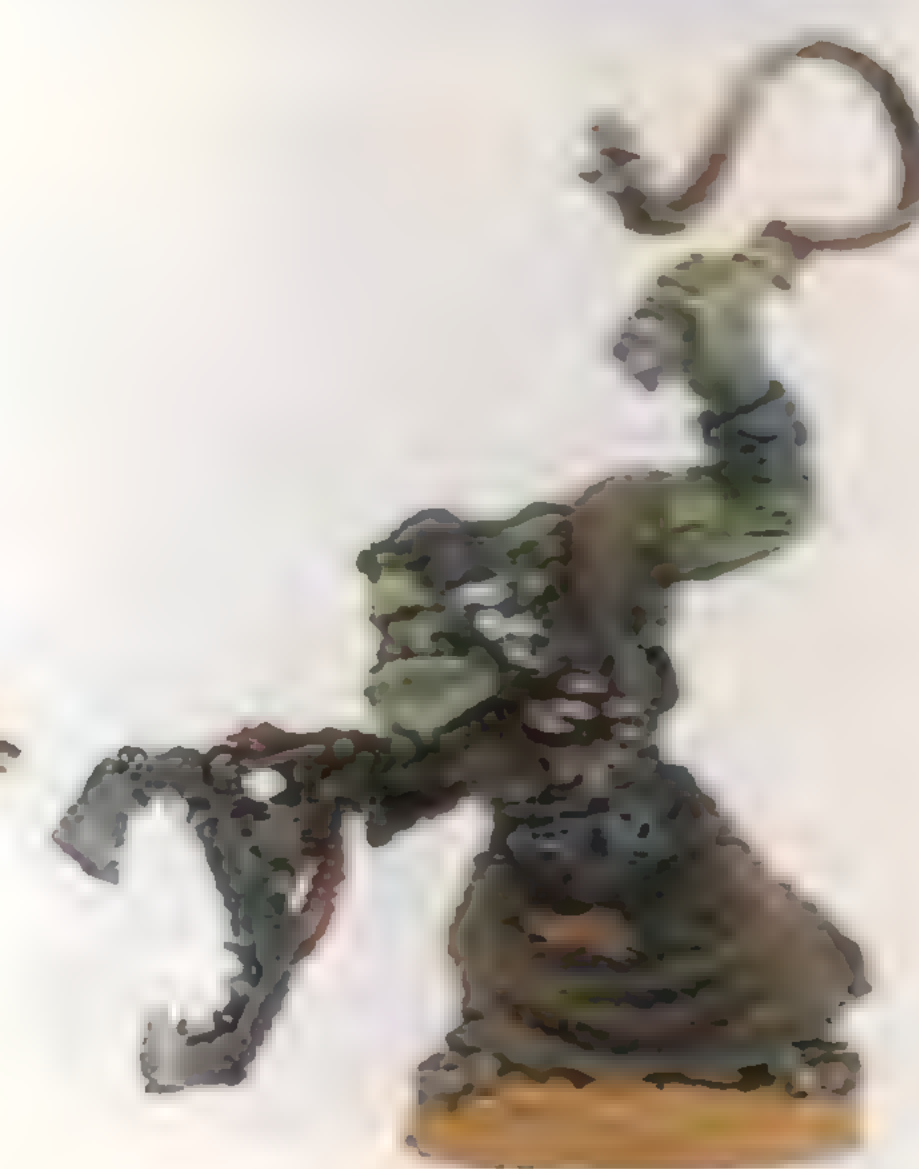
Orks Nobz in Mega Armour



Ork Mekboyz



Mad Dok Grotznik



Ork Slaver

ELITES



Ork 'Ard Boyz

'Ard Boyz wear heavy armour pieced together from steel plates and equipment scavenged from defeated foes. Their thick armour combined with the natural toughness of Orks means that 'Ard Boyz are able to wade through the fiercest fire fights with barely a scratch.

Stormboyz are fierce Ork warriors who are willing to gamble with their lives (and their sanity) by strapping on crude Ork rokkit packs to blast them towards the enemy.



Ork Stormboyz



Ork Stormboyz Nob

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 60% of actual size.

TROOPS



Space Ork Boyz Boxed set



Ork Boyz with
Heavy Weapons



Ork Burna Boyz



Gretchin



Ork Stikk Bommas



Ork Tankbustas

FAST ATTACK



Ork Wartrukk



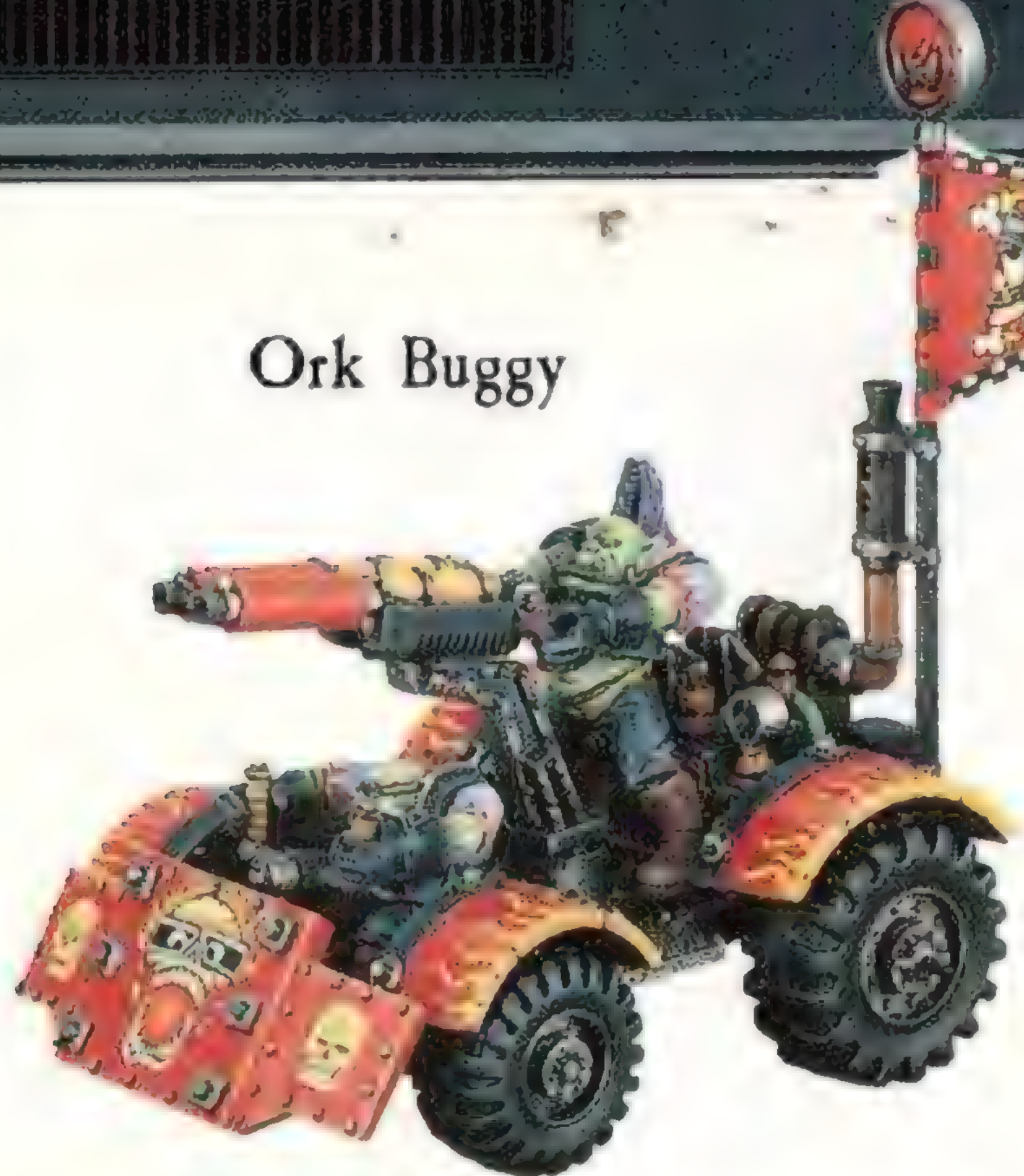
Ork Wartrak Scorcher



Ork Wartrak

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 60% of actual size.

Ork Buggy



Some Orks feel such a need for speed that their warbands consist solely of wheeled mayhem. 'Kults of Speed' substitute vehicles in place of their Troop choices when selecting their army.

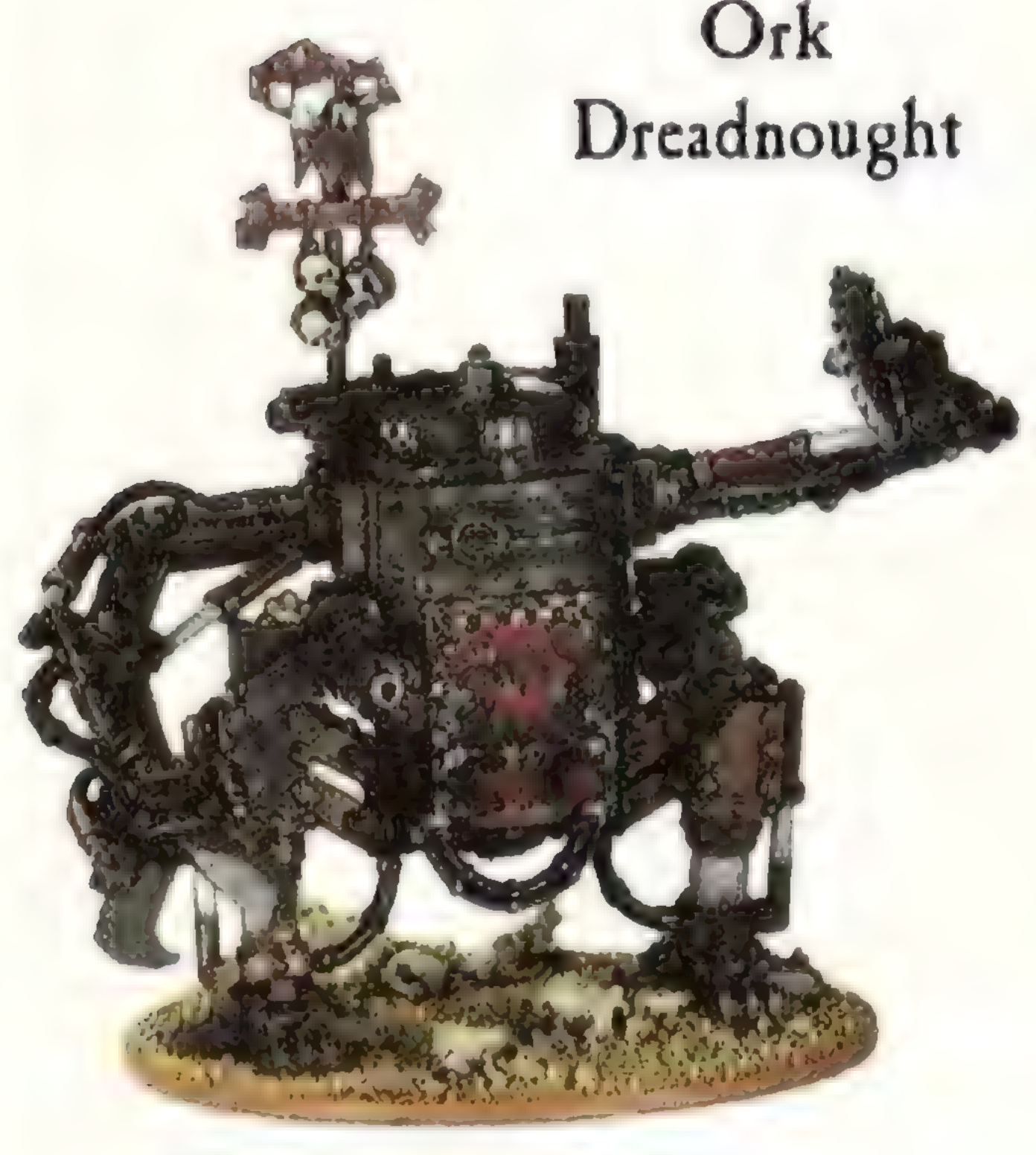
Ork Warbike



The speedy Ork Warbike tears up anything that crosses its path with a vicious over-loaded big shoota.

HEAVY SUPPORT

Ork Dreadnought



Ork Killer Kan



Zzap gun



Lobba



Kannon



GAME SUPPLEMENT

Codex: Orks
(48 pages of green skinned mayhem!)

ORK BOXED SETS

- Ork Buggy
(Boxed set of 1 model, colour transfers and banners)
- Ork Warbike
(Boxed set of 1 model, colour transfers and banners)
- Ork Stormboyz
(Boxed set of 8 models)
- Ork Dreadnought
(Boxed set of 1 model)
- Ork Nobz
(Boxed set of 5 models)
- Ork Stikk Bommas
(Boxed set of 12 models)
- Ork 'Ardboyz
(Boxed set of 8 multi-piece plastic models)
- Ork Boyz
(Boxed set of 16 multi-piece plastic models)
- Ork Battle Force
(Boxed army)
- Ork Wartrak Scorcher
(Boxed set of 1 metal and plastic model and colour transfers)
- Ork Wartrukk
(Boxed set of 1 plastic model and colour transfers)
- Ork Wartrak
(Boxed set of 1 model and colour transfers)
- Ork Warlord Ghazghkull Thraka
(Boxed set of 1 model)

PRICE BANDS

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PRICE BANDS

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ORK BLISTER

- Ork Killer Kans
(1 per blister)
- Ork Burna Boyz
(2 per blister)
- Grotz
(4 per blister)
- Ork Boyz with 'Eavy Weapons
(2 per blister)
- Ork in Mega Armour
(1 per blister)
- Ork Mekboy
(1 per blister)
- Ork Slaver
(1 per blister)
- Ork Warboss
(1 per blister)
- Ork Nob
(1 per blister)
- Ork Big Gunz
(1 per blister)
- Mad Dok Grotznik
(1 per blister)
- Ork Nob in 'Eavy Armour
(1 per blister)
- Ork Stormboyz Nob
(1 per blister)
- Ork Tankbustas
(2 per blister)

PRICE BANDS

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All prices correct at time of going to press. Contents may vary from those shown.

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 60% of actual size.

TYRANIDS

"There is a cancer eating at the Imperium. With each decade it advances deeper, leaving drained, dead worlds in its wake."

"This horror, this abomination, has thought and purpose which functions on an unimaginable, galactic scale and all we can do is try to stop the swarms of bio-engineered monsters it unleashes upon us almost by instinct."

"We have given the horror a name to salve our fears; we call it the Tyranid race, but if it is aware of us at all it must know us only as Prey."

Inquisitor Czevak at the Conclave of Har



This 48 page Codex contains all the information you need to terrorise the galaxy with an all-consuming horde of aliens. Unleash the hive mind, and overrun the Imperium!

The Tyranids are amongst the most powerful armies in Warhammer 40,000, with a unique fighting style dictated by their use of bio-technology to engineer fighting creatures. The beasts of war available to the hive mind range from the simple **Ripper Swarms** and **Spore Mines** to the Dreadnought-sized **Carnifex** and **Hive Tyrant**. Even Tyranid tanks and Titans are bio-engineered organisms; everything in the army is a living creature that walks, crawls or flaps into battle under its own power. This wide variety of creatures makes the army extremely flexible, enabling you to create swarms ranging from those which rely purely on tooth and claw to rip the enemy apart in close combat, to those which use symbiote weapons to destroy them from a distance with corrosive acid or envenomed missiles.

This flexibility is truly at the heart of what makes Tyranids an interesting choice of army in game terms, but the appeal (if I dare use that word) of Tyranids is their visceral horror. No enemy fights Tyranids without the ever-present fear that they will overwhelm and slaughter his or her carefully chosen force. Tyranids, on the other hand, don't have heroes

(except by chance), or hopes or fears; they are cogs in a merciless alien killing machine which exists only to serve the god-like racial consciousness of the hive mind. As such you can cheerfully expend your creatures with no more angst than any other general would have expending ammunition, or to put it in the words of the famed Colonel Cockroach, *"There's plenty more where they came from!"*. This cinematic 'alien terror' makes Tyranid swarms ideal opponents for new players (they can easily see who are the bad guys and what they're fighting for – usually their own survival!). It works well with experienced players too, making for a dramatic conflict, win or lose.

The other great plus of collecting a Tyranid army is the modelling and converting of them. The Tyranid model range are superbly adapted so that you can easily interchange different parts such as claws and heads to create unique creatures or mutations based on existing ones.



TYRANIDS BATTLE FORCE

The Tyranids
Battle Force contains:
3 Tyranid Warriors
12 Genestealers
3 Ripper Swarms
32 Gaunts

HQ



Tyranid Hive Tyrant



The Red Terror



Tyranid Tyrant Guard



Old One Eye

ELITES



Tyranid Lictor



Tyranid Warriors and Tyranid rippers

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 60% of actual size.

TROOPS



Tyranid Gaunts and Tyranid Rippers



Tyranid
Genestealers

The Imperium first encountered Genestealers on the moons of Ymgarl long before they were alerted to the approach of the hive fleets. Only with time has it been determined that Genestealers are vanguard organisms of the Hive, created to seek out and undermine potential prey-worlds by infiltration. Genestealers are legendary ferocious close combat opponents with lightning fast reflexes and deadly claws, capable of ripping right through adamantium.

FAST ATTACK



Tyranid Ravener



Tyranid Gargoyles



All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 60% of actual size.



HEAVY SUPPORT

The Carnifex is a living engine of destruction evolved for use in shock assaults, spaceship boarding actions and massed battles where it can smash through almost any obstacle, whether it is a defensive line, enemy tanks or a fortified position. The assault of these creatures is terrifying to behold, a primeval force which smashes men and vehicles aside like children's toys.



Tyranid Zoanthrope



Tyranid Carnifex



Tyranid Spore Mines



Tyranid Biovore

GAME SUPPLEMENT

Codex: Tyranids
(48 pages)

TYRANID BOXED SETS

- Tyranid Battle Force
(Boxed set)
- Tyranid Genestealers
(Boxed set of 12 models)
- Tyranid Warrior
(Boxed set of 3 models)
- Tyranid Gaunts
(Boxed set of 16 models)
- Tyranid Hive Tyrant
(Boxed set of 1 model)
- Tyranid Carnifex
(Boxed set of 1 model)
- Tyranid Carnifex 'Old One Eye'
(Boxed set of 1 model)

PRICE BANDS

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TYRANID BLISTER

- Tyranid Zoanthrope
(1 per blister)
- Tyranid Ravener
(1 per blister)
- Tyranid Lictor
(1 per blister)
- Tyranid Gargoyles
(2 per blister)
- Tyranid Red Terror
(1 per blister)
- Tyranid Biovore
(1 per blister)
- Tyranid Spore Mines
(3 per blister)
- Tyranid Tyrant Guard
(1 per blister)

PRICE BANDS

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Price band table.

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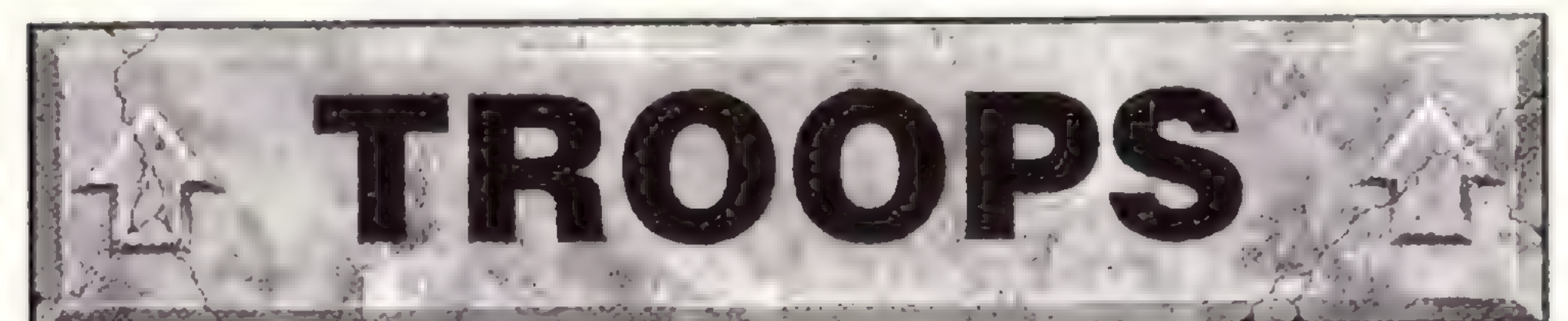
All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 60% of actual size.

NECRONS

Across the galaxy, something ancient and sinister stirs in the darkness. The Necrons have awakened from their millennia-long sleep for purposes known to none but themselves. All that is known is that their violent raids and grisly biological experiments are a threat to all life in the Imperium!

Necrons are cold, inhuman bio-mechanical constructs, whose obviously advanced intellect and totally ruthless raiding parties have caused them to become a terrifying new opponent for the other races of the battlefield. This is but a sample of the new units, vehicles and troops waiting to rise in the near future from the deathless sleep of their stasis chambers.

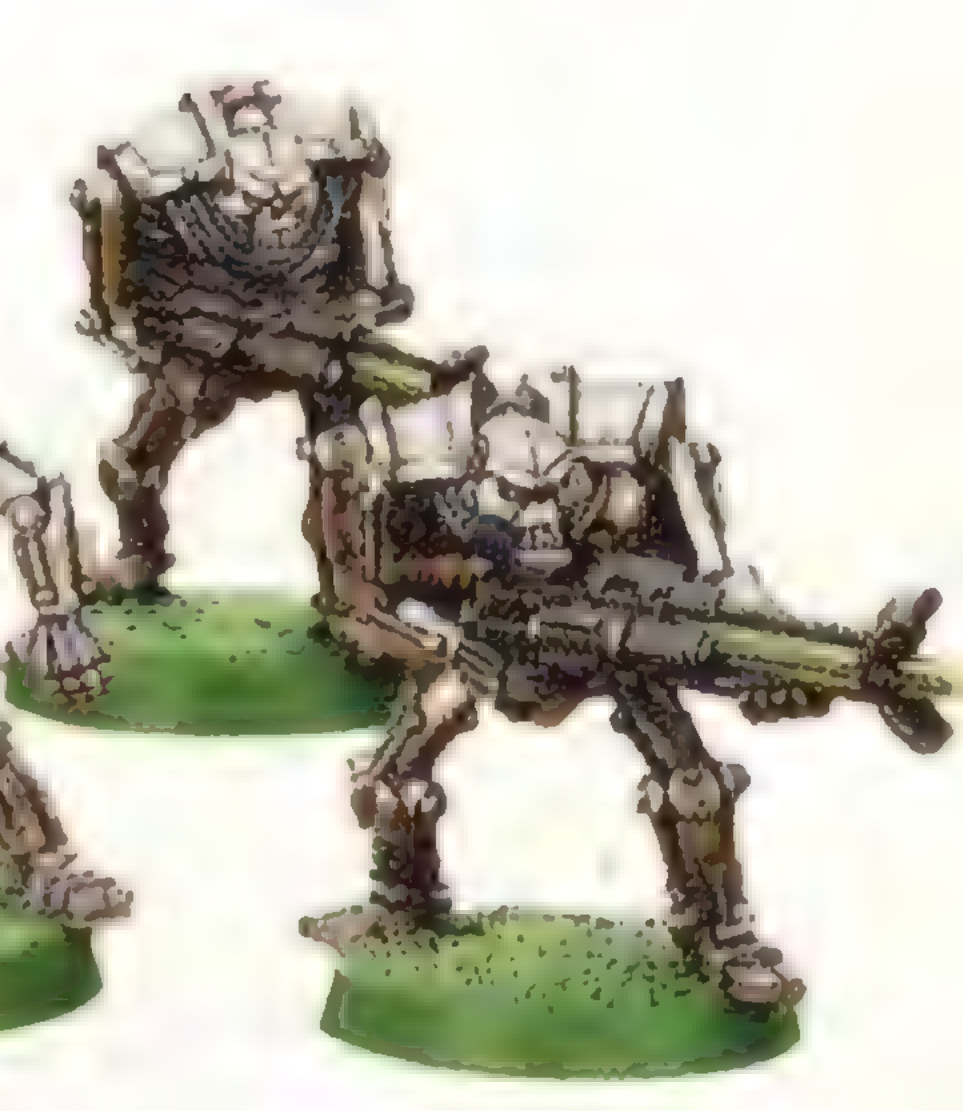
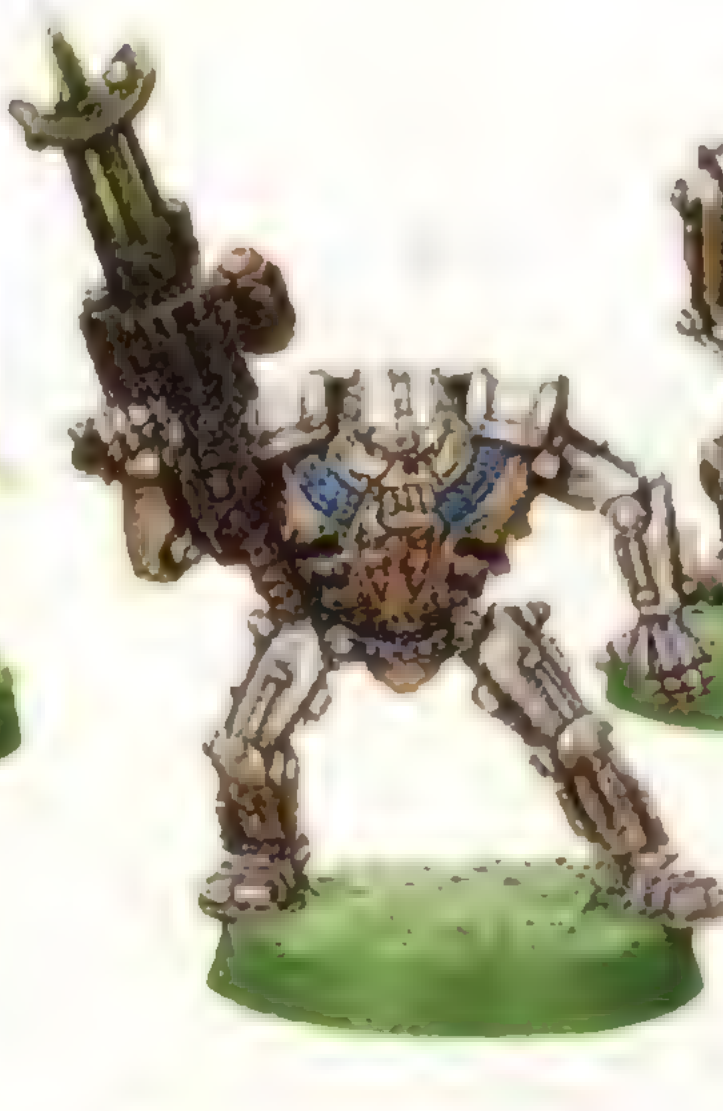
The Necron Raiders' rank and file is made up of legions of robotic **Necron Warriors**, who resolutely move forward and gun down anything they perceive as a threat. These soulless killers are led into battle by even more advanced and powerful constructs known as **Necron Lords**, whose computerised intellect and powerful wargear make them highly dangerous opponents. Other troop types include massive **Immortals**, scurrying **Scarabs** and powerful **Destroyer weapon platforms**. Mechanically-minded and untouched by emotion, each Necron commander should carefully reflect on the nature of the mission and how each unit should be best used on the battlefield when choosing and deploying his troops.



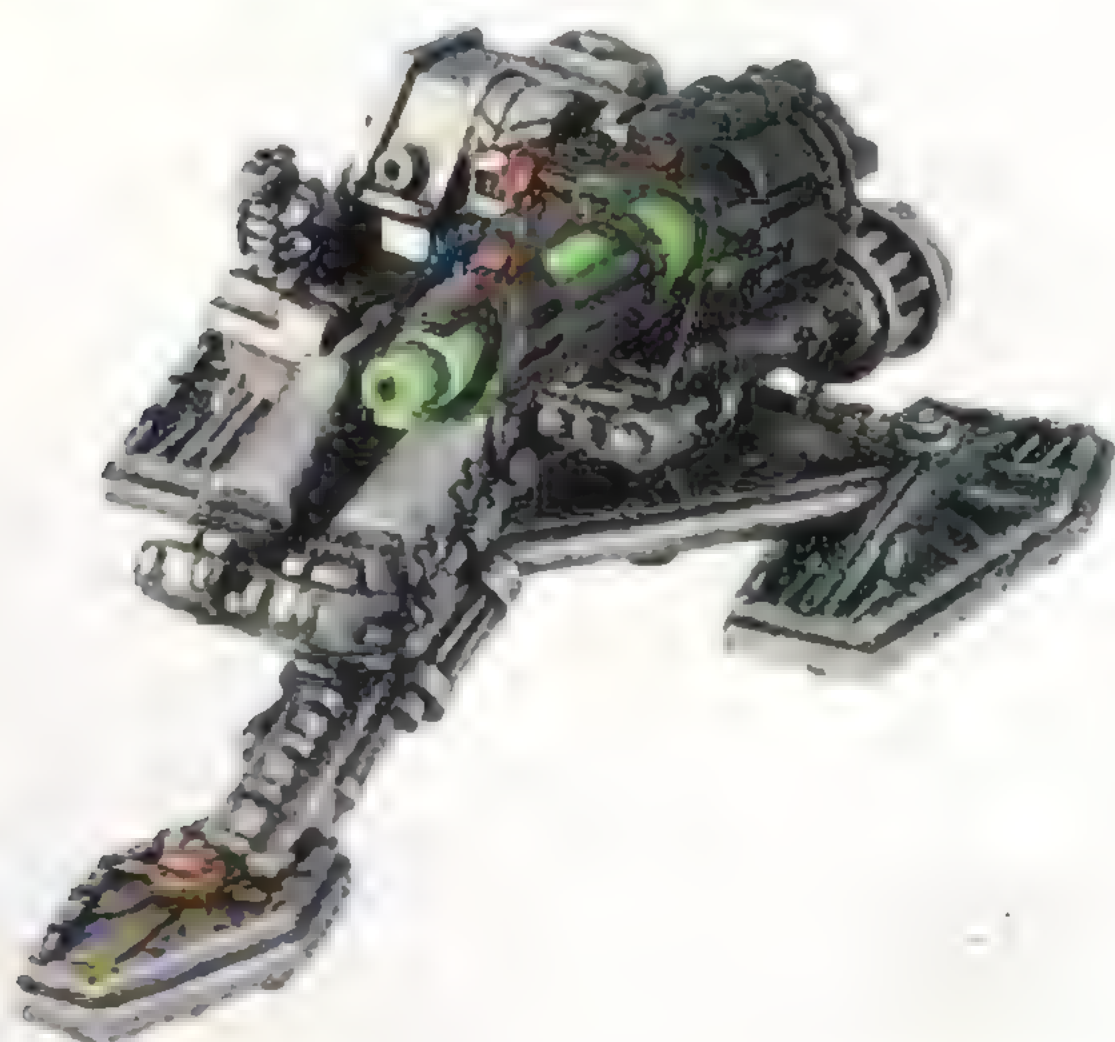
Necron Lord



Necron Immortals



Necron Warriors



Necron Scarabs

NECRON BOXED SET

Necron Raiders
(Boxed set of 7 models)

NECRON BLISTERS

Necron Warriors
(2 per blister)

Necron Lord
(1 per blister)

Necron Immortal
(1 per blister)

Necron Destroyer
(1 per blister)

Necron Scarabs
(1 per blister)

PRICE BANDS

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WARHAMMER

In the Warhammer world mighty armies march to war heralded by blaring trumpets and pounding drums. Knights in shining armour crash into regiments of bloodthirsty warriors, while archers darken the sky with arrows. Powerful war machines belch forth death with deafening fury, while great heroes on fantastic monsters sweep into combat, turning the tides of battle and saving your kingdom.

WARHAMMER – THE GAME OF FANTASY BATTLES

Warhammer is set in a fantasy world where you can control any number of armies, from the human realms of the mighty Empire and the chivalrous land of Bretonnia, to the hordes of Orcs that reside in distant lands, or the insidious ratmen known as Skaven whose vast tunnel-empire lies below most of the Old World. Building up your own army by collecting and painting our range of Citadel Miniatures, you can re'enact exciting battles on the table top, fighting the armies of your friends to see who is the greatest general.

MAIN GAME

Warhammer boxed game
Warhammer rulebook

PRICE BANDS

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WORLD IN A BOX

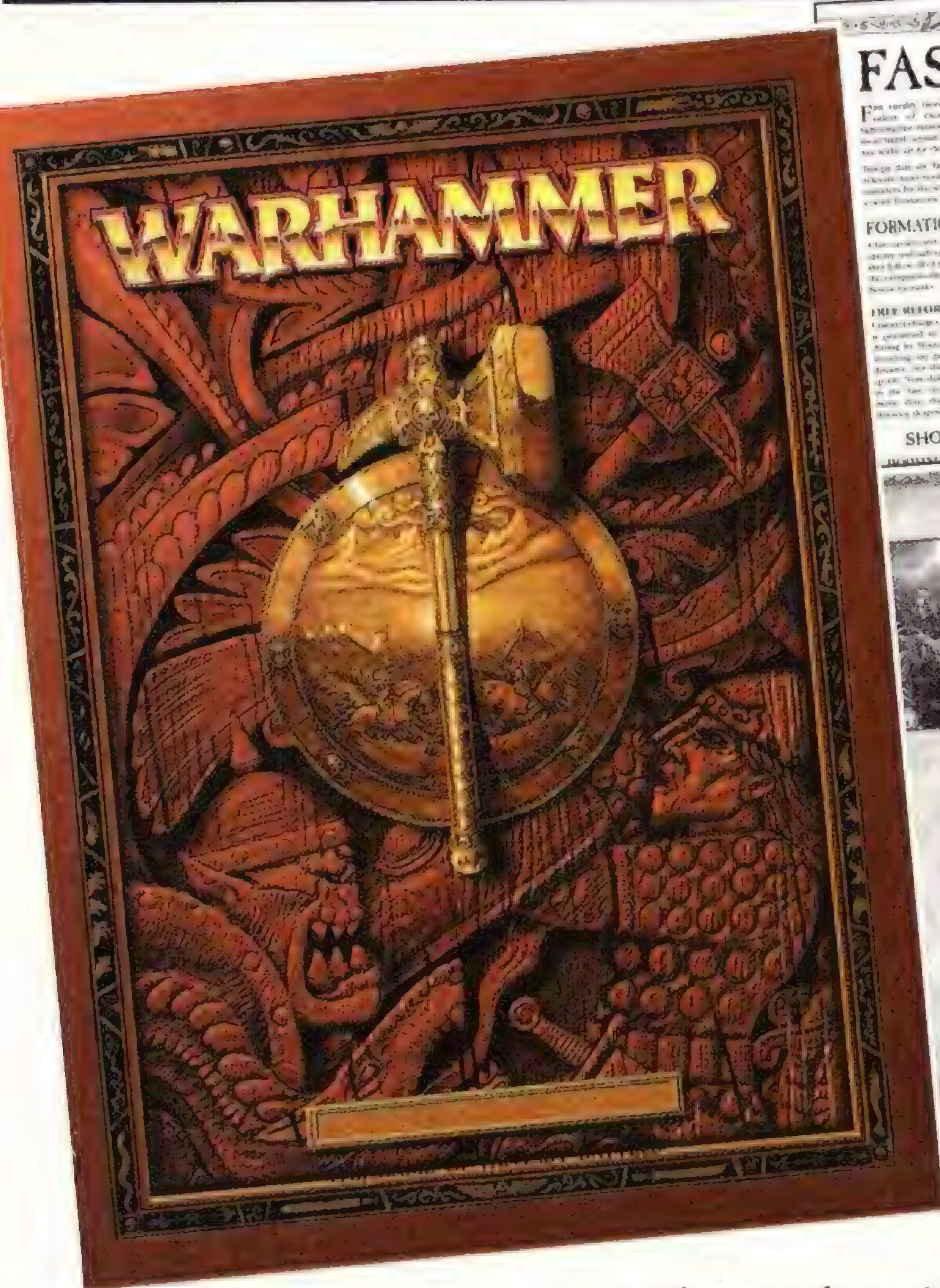
Everything you need to get started playing Warhammer is in the Warhammer boxed game. It comes with all the dice, rulers, templates and scenery you need to get started, as well as a rulebook and enough models to start two armies the troops of the Empire and the fearsome Orcs.

Once you pick up the boxed set you'll be ready to deploy your archers, align your charges, and start the battle! Only one can raise the bloody banner of victory, and it will take clever moves and sound tactics to win!

A UNIVERSE OF POSSIBILITIES

The Warhammer world is a large place, inhabited by many races. Once you've mastered the contents in the boxed set you'll be ready to start on expanding those core forces, or begin a completely new army of your choice. In addition to new armies, there are advanced rules that allow you to besiege castles and fortifications and add powerful magic items and war machines to your force, so you can embark upon your conquest of the Warhammer world.





The box contains enough kits to build two small armies ready to go for each other's throats! These plastic models include the newly released range of Empire troops (sculpted by Michael Perry, Alan Perry and Tim Adcock) and the fearsome looking Orc army (sculpted by the combined talents of Brian Nelson, Aly Morrison, Trish Morrison, Shane Hoyle and Tim Adcock).

Aside from the mighty generals, the highlights have to be the new war machines: the Orc Boar Chariot is as

intimidating as it is detailed, and the Imperial Great Cannon comes with enough equipment to practically start your own artillery school!

Aside from the obvious stuff, there are lots of other goodies to sift through inside the box. Not only do you get all the necessary paraphernalia to play the game, such as templates, six standard dice, a Scatter dice, an Artillery dice and two useful range rulers, but there is also a superb ruined building model to place on your battlefield. Everything you need to play Warhammer is provided in this starter set, so grab some polystyrene cement and a paintbrush, paint up your models and get stuck in!

WARHAMMER ARMY LIST ORGANISATION

Warhammer Armies are divided into six sections: Lord: powerful individuals and extraordinary leaders. Heroes: able and skilled champions. Core units: represent the most common warriors. Special units: are the best of your warriors and include common engines of war and Rare units: are so called because they are scarce compared to your ordinary troop. We have organised each race into these categories to help you choose your army. For more details please look in your Army book or Ravening Hordes.

THE FALL OF KARAK EIGHT PEAKS

Warhammer story by Space James McQuirk (part 1)

Snikkit ducked as the cannon ball thundered into the rock face, inches above his head. Shards of granite scattered through the air. Under the light of the full moon, he could clearly make out thousands of dark-robed Goblins moving like shadows through the steep valley.

"Boss, are you sure that dis cunning plan of yours iz gonna work?" he whined, brushing a thick layer of dust off his black robes. "Dat wall looks pretty thick and I don't fink we iz gonna get over it, even without those Stunties shootin' stuff at us." His words were drowned out by a scream that was half terror, half delight. A Goblin Doom Diver sailed over their heads, catapulted high into the night air towards the thick walls of the Dwarf stronghold. The solid Dwarf bastion was dotted with small indentations from other Doom Divers' failed attempts at flight and yet, much to the amusement of Snikkit, a long queue of enthusiastic Goblins still stretched back quite some distance.

Along the length of the east wall of the hold, siege machines covered the flat granite surface like vines. From this distance the Goblins manning the towers were just small specks. Occasionally, a ladder would be raised and the Goblins would begin to scale it. Each time, defenders would appear at the top of the wall and send the ladder, and the unfortunate Goblins, crashing back to the ground, but for each ladder they felled another would take its place. The siege of Karak Eight Peaks had reached a horrible stalemate and at some point soon one army would have to give.

Countless numbers of Goblins scurried to and fro. Somewhere amongst the sea of Greenskins, Grotbag Dungbreath hoped that the warbosses were keeping some kind of order amongst the thousands of Gobbos that had converged in the pass. It was hard enough keeping his own small tribe under command let

alone coordinating the attack of a dozen or so of them. He'd already seen the Blackfangs let a hail of arrows loose on the Broken Tooth tribe. Fortunately, most of the Goblins seemed intent on killing the Dwarfs and the army's formation was holding. Admittedly not holding in tightly knit formations or organised ranks, but the fact that they were facing the right way was as good a sign as any.

"Snikkit, me old mate," said Grotbag, grasping his companion tightly by the throat, "now is not the time to question me. Right!" The Goblin warboss let go of his banner bearer. "Da rat fink said he'd be here, and be here he'd better be." Grotbag was beginning to have doubts himself. Those Skaven hated Dwarfs almost as much as the Gobbos did, but he knew better than to trust them. Their leader had made a deal with Grotbag that would sort out those Dwarfs forever, but whilst Grotbag's boyz were getting blown to smithereens, the rats were nowhere to be seen. He's probably skulkin' down some comfy hole munchin' on some cheese, the Goblin mused to himself.

As the bitter thought of betrayal crossed the Goblin general's mind he heard a loud cheer go up from the Goblin throng. From the arrow slits and windows in the walls of the hold he could make out a strange gas escaping. It was a putrid green colour, thick and noxious. Even the Goblin general could smell it from a good distance away. More and more of the foul fumes poured from the hold. The Skaven had done it, they had penetrated the lower levels and released poisoned gas, just as planned.

"I knew old Skarclaw wouldn't let us down. I knew I could depend on dem rats." The Goblin general waved his sword high in the air.

"Wait for my signal boys, wait for it." Grotbag hollered above the chanting mass of elated Goblins. The green gas was now beginning to seep over the top of

the stronghold. As he spoke he could see Dwarfs flinging themselves from the parapets. Falling to their doom seemed preferable to suffocation and poisoning amongst the choking fumes. The Goblin army was on the verge of storming the fort and the Bosses were desperately trying to hold the lines back. Slowly the doors to the stronghold opened. It was the moment he'd been waiting for – the Dwarfs were unable to stay within the thick walls of the hold. He knew Dwarfs too well, they would rather die fighting than choke to death in the thick noxious gases.

"Charge! Get 'em ladz! We'll be roastin' stunties before dawn." With a high pitched roar the whole Goblin army charged forward. Thick ranks of spears closed in upon the Dwarfs and the moon disappeared, obscured by missile fire from the hundreds of Night Goblins that lined the slopes of the mountain pass. The first wave of Night Goblins hit the Dwarf formation, but the Dwarfs were disciplined troops and Grotbag was dismayed to see his attack faltering. Wave after wave of Goblins smashed against the solid shield wall of the Dwarfs, only to be cut down within a matter of seconds. The stunties were resolute in the defence of their hold and what should have been a great Goblin victory was slowly turning into a slaughter. Looking for his best Shaman, Grotbag spied the tall, brightly-coloured hat of the strange Goblin in the centre of a unit of Boyz. Making his way towards him, he pushed through the dense ranks of troops between them. Snikkit ran behind him, proudly waving the battle standard before him. Fazbang the Shaman had spent the last few hours gathering a personal retinue of Night Goblin Fanatics, but instead of fighting at the front of the Goblin attacking force, they stood gibbering together at the rear of the army.

"What's goin' on?" Grotbag growled as he eventually reached the Shaman. "You

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E Mail: _____

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said we'd easily smash through those Dwarfs." He could sense a Goblin retreat was imminent; already he'd spied some fleeing the field of battle and to be quite honest the way things were going he was tempted to follow.

"And so we shall. See these?" Fazbang calmly replied. The Shaman pulled out a handful of mushrooms from a small pouch, their caps sparkled with a golden glow in the dark night. One by one Fazbang handed them out to a select few Goblins who had gathered around him, each taking one and carefully nibbling on it.

"What's dem?" Snikkit asked pointing to the glowing fungus which the Shaman was carefully placing back in his pouch.

"Wait and see," the Shaman replied pointing to the Goblins who had eaten them. Snikkit raised a puzzled brow. The fanatics picked up their heavy metal balls which were attached to each Goblin by means of a short length of chain. As they passed through the crowded troops Snikkit noticed that the other Gobbos were quickly making way for them and within a matter of seconds they had reached the front line. Then he realised why such a wide berth had developed. They began to swing their balls and before long the momentum combined with the weight of the balls sent the crazy Goblins hurtling forward, spinning towards the Dwarfs' defensive formation. Foam drooled from their mouths and their manic cackles sent a shiver down Snikkit's spine. Most of them were cut down by crossbow bolts, but a couple hit the solid line and sent fragments of shields, helmets and Dwarf flesh flying through the cold night air.

Just two single crazed Goblins had punched a small hole in the defensive line, but it was enough. Seeing the gap in the formation the Goblins of the

Crooked Moon tribe launched a full scale charge. Before the Dwarfs could close up the holes in their defensive position the Goblins had broken through. The rest of the green horde was soon crashing against the Dwarf line. In a brief moment the stout defenders were overcome. Each Dwarf was skewered by dozens of sharp spear points. Engulfed by the sheer number of attackers, the brave Dwarfs stood little chance. The gates to Karak Eight Peaks stood open to the whole Goblin horde. Regiment after regiment of the Greenskins poured through the gigantic archway to plunder the citadel.

Hours after the battle, Grotbag could hear the screams of Dwarfs as they were hideously tortured by his Boyz. The fumes had dissipated quickly and Grotbag now sat upon the King's throne in the Great Hall. All around the hall Goblins had gathered, and at his left stood a small number of Skaven. These were the Skaven Seer's guard, whom he had already reached an agreement with. The Skaven could keep possession of the lower mines whilst the Night Goblins would take command of the stronghold itself. Grotbag had little trust that the devious Skaven would keep their word, but he had plans to deal with them too. Before long Karak Eight Peaks would belong to the Goblins and the Goblins alone. Tonight though, united in a glorious victory, the two races drank together. It was a night to celebrate.

"Boyz, Gobbos and rat fings, lend me your ears." At this a number of necklaces, each made from the grisly trophies of Dwarf victims were hurled towards him. Grotbag continued: "I tell yer, today is a great day for da Gobbos - today we kicked dem Stunties outta our

mountain. Tomorrow we'll kick em off the face of the world, but tonight let's feast."

With his victory speech over Grotbag jumped from the throne and made his way to the cellars where the banquet was being prepared. He grabbed the Shaman as he passed him "Fazbang me old mate, do ya know what I fancy to eat?" Fazbang looked at Grotbag his suspicions already raised. "Err, no. What Boss?" Grotbag snatched the small pouch from around Fazbang's neck "Dwarf and mushroom stew."



THE RECLAMATION OF KARAK EIGHT PEAKS

Warhammer story by Space James McQuirk (part 2)

The warriors gathered together in close ranks atop the ancient burial mound. They were grouped in a defensive formation, the Dwarfs' sturdy shields creating a circle which protected the crossbowmen at the centre of the mound. Totally surrounded by the enemy, they were but a small island in the centre of a vast sea of Greenskins. Another wave of Night Goblins surged forward, once again assaulting their position. A great pile of the vile creatures lay dead or dying at the Dwarfs' feet. These Goblins were no match for the courageous fighting skill of the Dwarfs, and more of the small fiends fell to the blows of the Dwarfs' finely crafted axes. Nonetheless three of the stout defenders collapsed as the Goblins' sharp spears pierced through gaps in the Dwarfs' shieldwall. More and more of the Greenskins came scrambling over the still warm bodies of their dead brethren. Every muscle in Lord Duregar's body ached from the endless slaughter, but he knew there would be no respite from the fighting.

"Hold. Keep the line." His voice was calm, remarkably so considering the Dwarf army's predicament. Though a dozen or more Goblins had fallen for each Dwarf, hundreds more still surrounded the mound. It seemed to Duregar that his warriors had been fighting for an eternity. Ever since they had hurriedly left their hold, the Dwarfs of Karaz-a-Karak had been at war. It had been nearly a week since they had received word from King Belegar that he had managed to take the inner keep of Karak Eight Peaks. The King's warriors had suffered heavy losses and needed reinforcements if he was to keep control of the hold. Duregar had quickly mustered his clans together and marched south. As his force had reached the mouth of the Mad Dog Pass which led to the besieged stronghold, an Orc force had suddenly attacked. His warriors, filled with vigour and resolve to aid their kinsfolk had quickly seen off the Orcs.

Mad Dog Pass was open to his passage. With a mighty swing of his axe, the head of a Goblin fighting him was sliced from its shoulders. In the brief respite Duregar surveyed the carnage around him. The last few Goblins of that wave of attackers were currently running from the mound.

"Crossbowmen, ready your bolts," he called out to the line of troopers who stood behind him on the top of the mound. As he spoke he could see the Night Goblins, the hems of their robes wet with the blood that flowed down the mound, readying themselves for the next charge. "Watch for their arrows, shields high." Duregar commanded, his warriors raised their shields. These lulls in fighting were always followed with a cloud of arrows that would fall onto the mound. It was a standard Goblin tactic, weaken the foe with missile fire, before committing masses of troops in a savage assault. The clatter of arrows striking shields was accompanied by groans from those whose armour had failed to save them.

The Dwarf Lord wiped Goblin blood from his thick brow. If only the Troll Slayers still fought by their side then they might stand some chance. As his relief force had advanced through the pass he had expected severe resistance. They had met none. That was until they came within sight of the gate. It was then his suspicions were confirmed, they were marching into a trap. Hundreds of Goblins had poured out from the ruined tombs of the Dwarfs' ancient ancestors. The Orc force they had defeated at the jaws of the pass had regrouped and blocked any retreat. Before them the gates of the Karak were shut. Spying Stone Trolls descending from the steep slopes, the Troll Slayers had marched off to intercept them and meet with their destiny. What became of the fearless warriors? Duregar knew not. He had been kept occupied with organising his own forces. The fact that no Trolls had yet reared their ugly heads before them

gave Duregar a good idea of what had happened.

Whilst the solid front rank prepared itself for the inevitable charge of the Goblins, the centre of the formation was all but destroyed as a massive boulder crashed down into the tightly grouped ranks. The Night Goblins manning the stone thrower positioned on the gate tower had finally found their target.

A large Goblin wielding a wickedly barbed squig prodder pointed towards Duregar, screaming what could only be a challenge of some sort in his savage guttural language. At the Goblin's side an enormous squig bared its bloodied fangs. This was obviously the leader of the Goblin force. Duregar felt the courage of his ancestors flow through his veins. If he were to die then this loathsome creature's head would be held in his hand as he fell. The Dwarf Lord stepped forward raising his axe high to respond to the challenge, "I Duregar, kinsman to King Belegar of Karak Eight Peaks, command these warriors. I tell you now that we shall all willingly die here on the land of our ancestors before surrendering to you, foul Greenskin!" As he spoke Duregar saw malicious intent spark within the Goblin Warboss's eye. In response the Goblin horde charged forward gibbering and cackling maniacally.

With the once disciplined central ranks in disarray behind them, the Dwarf's formation began to collapse. Duregar knew that it would soon be all over. He called out defiantly to his warriors. "Kinsmen, we will sell our lives dearly today. Though we may perish, the Grobi victory will be bitter for them to taste." As he said this an almighty explosion blew shards of rock and debris into the air. "What manner of foul trickery do they play now?" Duregar cursed. His standard bearer called to his general. "My Lord, 'tis no evil. Our salvation is at hand for 'tis Belegar and his kinsmen." Duregar

turned round to face the gates. He saw that the gates to the karak had been blown apart. Through the cloud of debris he could make out the standards of King Belegar's Dwarf host marching forward, cutting a swathe through the Night Goblins.

"To Belegar!" The Dwarf Lord commanded. With fresh hope flowing through them the Dwarfs fought with a new determination. The Goblins fell before the Dwarfs' fury as they descended from their position. As Duregar battled through the massed ranks of Night Goblins he could see Belegar's force. His cousin fought to the fore of a wedge shaped formation, surrounded by his bodyguard. On his head the gold crown of Karak Eight Peaks glittered in the evening's light. The Hammerer's great weapons crushed the skulls of any Greenskin that dared stand between them and Duregar's men. Within minutes the two Dwarf armies met and the two cousins, Belegar and Duregar, stood back to back hacking at the Night Goblins, who had by now recovered from the shock of the initial assault.

"Well met Duregar. Doth thee fancy heading back to my grand hall for some ale?" Belegar called out as he clove straight through a particularly ugly looking Goblin.

"Aye. Slaying Grobi builds up a thirst for sure," Duregar replied, matching his kinsman's prowess with the axe as another assailant fell to the Dwarf's weapon.

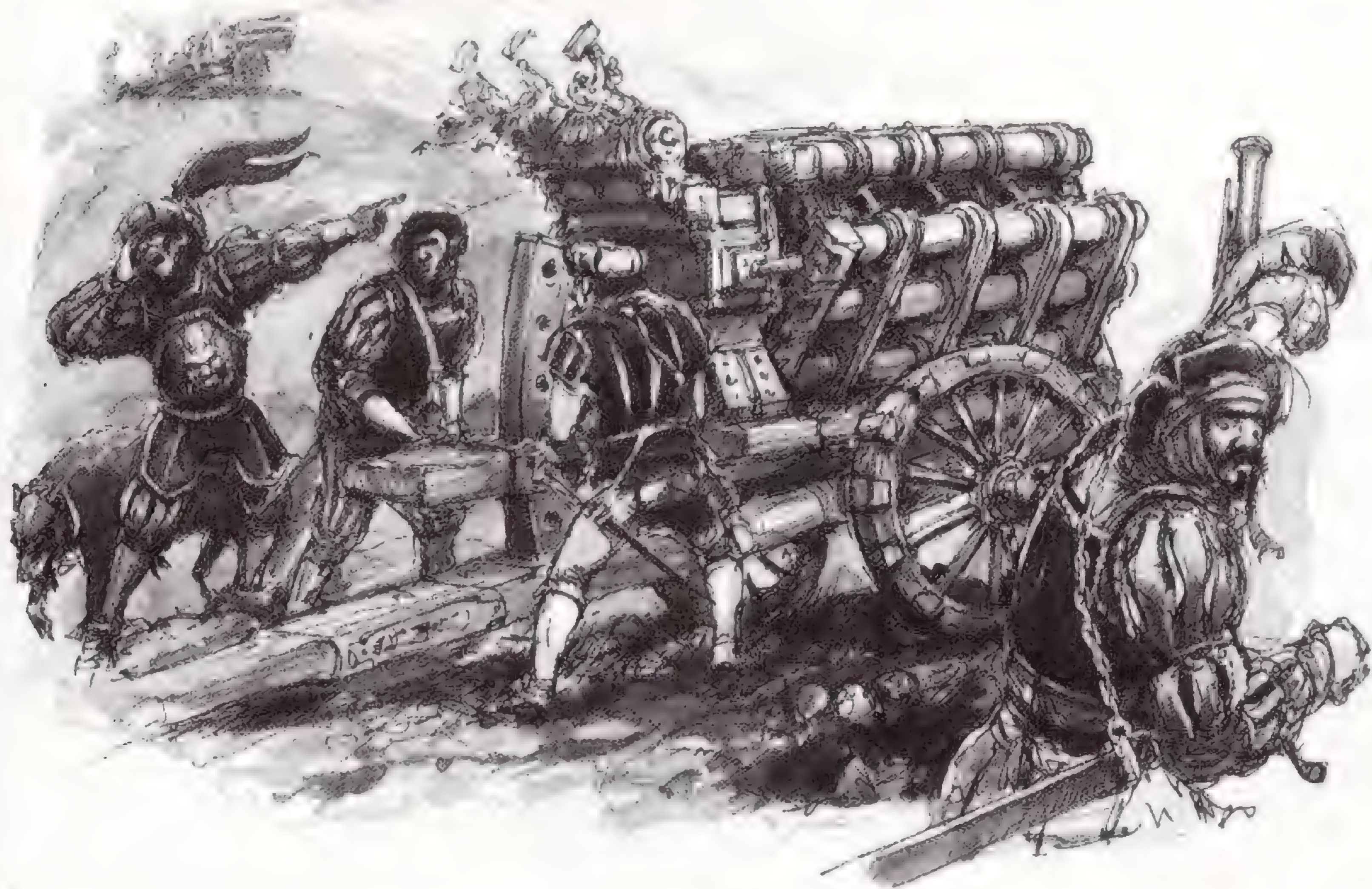
Belegar shouted a command to his army. "Ironbreakers, form a rearguard. Back to the hold." Arrows, fired from the slopes of the pass, rained down on the united Dwarf clans. The missiles hit both Dwarf and Goblin indiscriminately and many Greenskins fell, killed by their own troops. The well forged armour of the Dwarfs protected them from most of the barbed arrowheads. Slowly, the solid mass of Dwarfs pushed its way back to the gate where a unit of handgunners waiting at the entrance fired their lead shot, quickly seeing off any Goblins who tried to pursue after the retreating Dwarfs.

Torches illuminated the walls of the great hall, where stone carvings depicted the history of the Dwarfs of the karak. The remnants of the two armies sat on long benches at the front of the hall. The mood was sullen. Many Dwarfs had fallen that day and every warrior in the massive chamber contemplated the loss of their kinfolk. Belegar raised his tankard and spoke to the gathered Dwarfs. "Tomorrow we shall mourn the loss of many of our family and dearest friends. 'Tis a sorrow that we cannot bury them in the tombs to rest with their ancestors. For that we shall ne'er forget." He opened a thick leather bound tome. "For over two thousand years the Eight Peaks' Book of Grudges has been silent. Now let us mark this day with a new account." He dusted off one of the pages and began to record the grudge.

Duregar, who sat beside Belegar's throne, spoke up. "Though tomorrow we shall mourn, tonight is a night of celebration. Gathered under the roof of this hall are enough Dwarfs to ensure this hall never again falls into Grobi hands. Long live the King of Karak Eight Peaks!" With this he raised his tankard towards Belegar and emptied the contents in one gulp. A loud cheer echoed around the hall as the Dwarfs joined in the toast and celebrated the retaking of Karak Eight Peaks until the early hours.











The Empire

The Empire is the largest and most powerful realm in the Old World. It is a sprawling domain encompassing great mountains, mighty rivers, dark forests and vast cities. Its citizens and soldiers are as different as the citystates and provinces that make up the Empire.

COLLECTING A EMPIRE ARMY

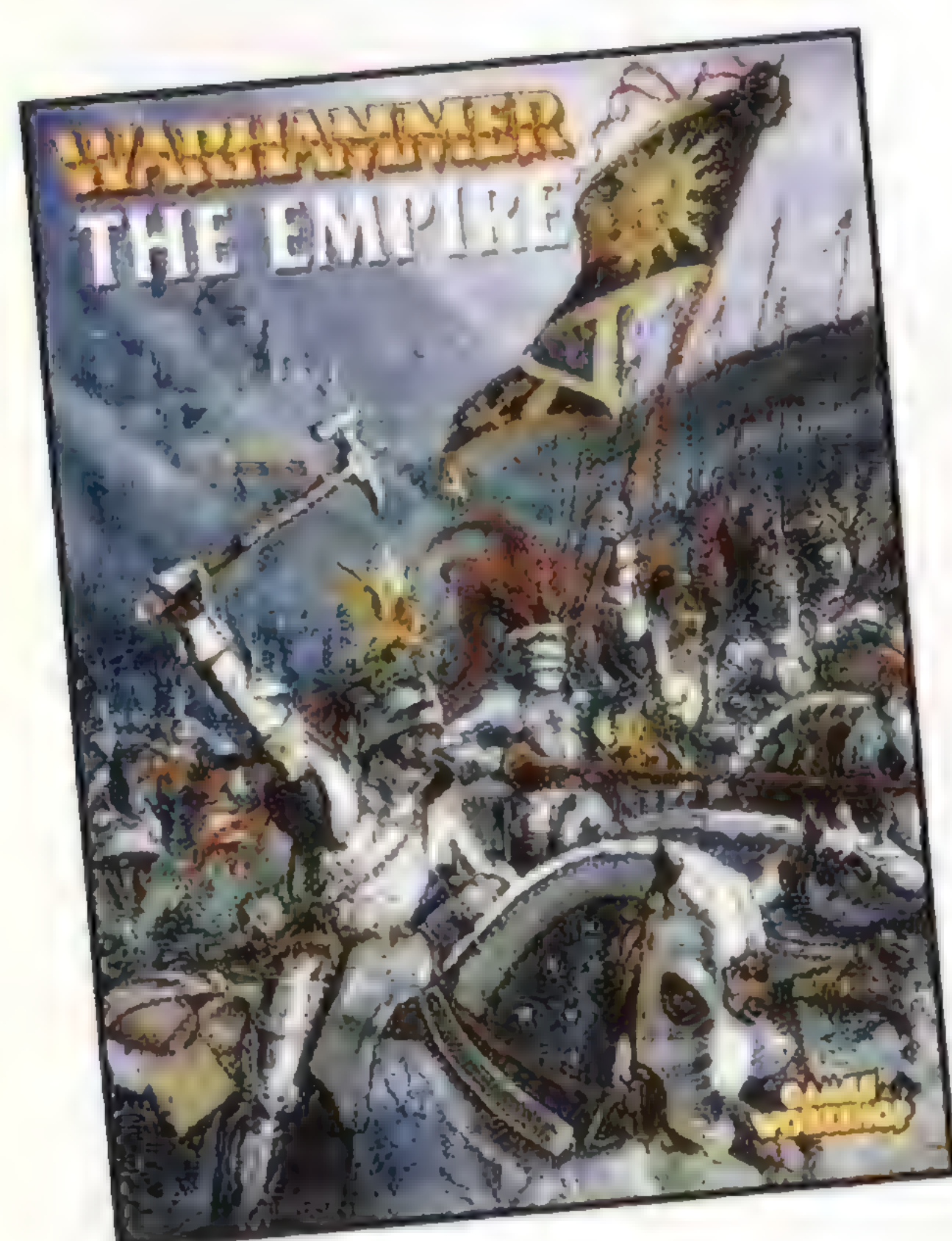
An Empire General is overloaded with different troop types to choose from. There are countless ways to build an Empire army, so we'll start with the basics – infantry, cavalry, and artillery.

Let's start by looking at the backbone of most Empire armies – infantry. The hallmark Empire troops are **Halberdiers** – sturdy warriors on the attack. More defensive minded players might choose massed ranks of **Spearmen**. Other Empire infantry includes **Swordsmen**, **Greatswords** and **Flagellants**. It is no wonder that no two Empire armies ever look alike! For far and ranged support don't forget about **Handgunners**, **Archers**, **Crossbowmen**.

Bretonnian cavalry may be more famous, but the Empire has quite a few as well, from traditional heavily armoured knights, like the **Knights Panther** and the mounted **Reiksguard**, to the great hammer-wielding **Knights of the White Wolf**. As for the more unusual cavalry types, check out the highly mobile **Pistoliers**.

Unlike the lands of Bretonnia, gunpowder technology is embraced by the Empire. From the design tables of the Imperial Engineers come such war machines as **Great Cannons**, **Helblaster Volley Guns** and **Mortars**.

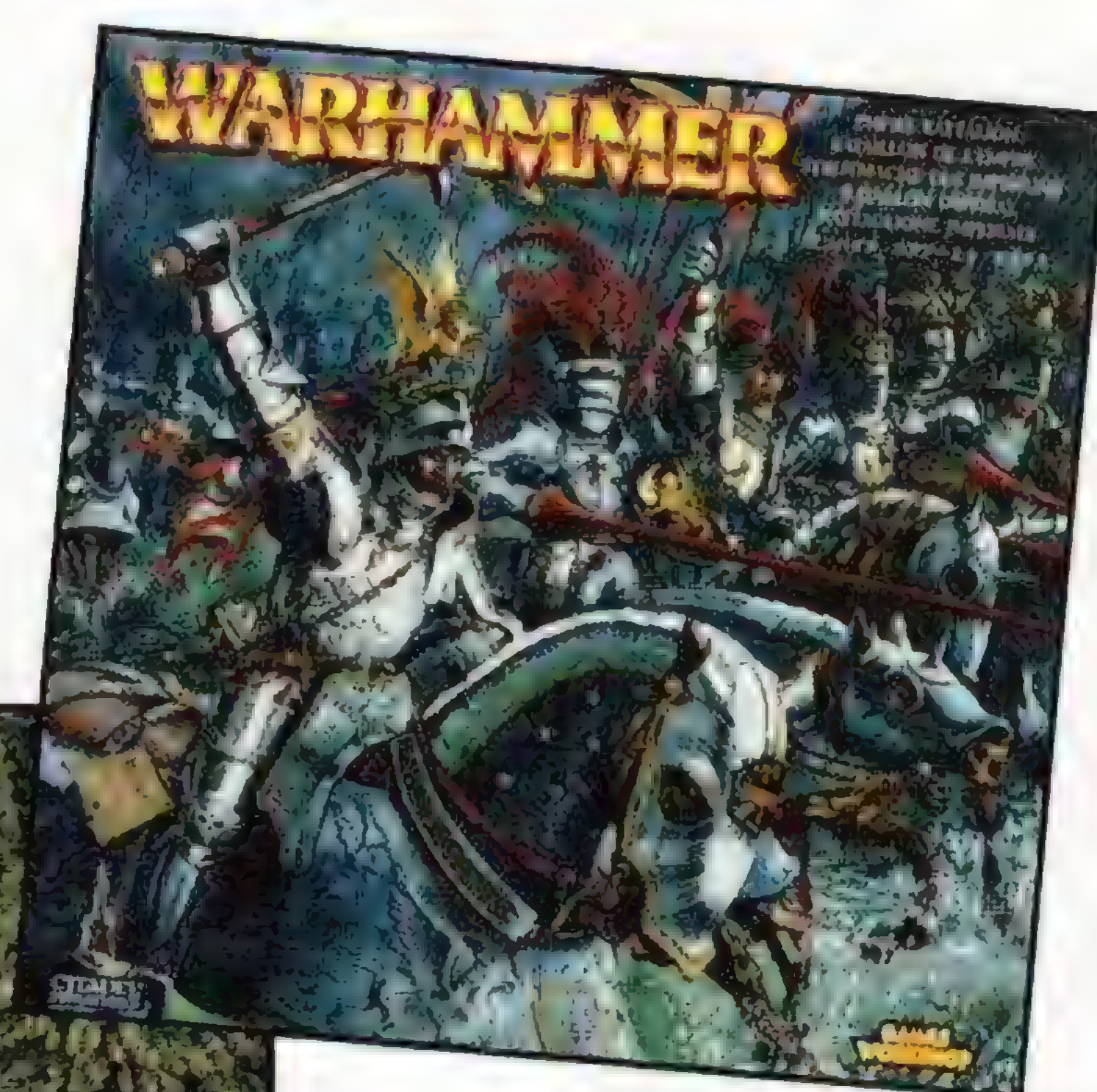
On the next few pages you will find an example of nearly every Empire unit pictured in full colour. Unfurl the banner, sound the trumpet, and long live the Emperor!



Warhammer Armies: The Empire is the essential guide for putting together an Empire army. Inside you will find a complete army list with loads of troop types, special rules, background information, painting tips and more.

EMPIRE BATTALION

The Empire Battalion boxed set contains a complete army at a great price. Use it to start a new Empire force or to expand your existing Empire army.



The Empire Battalion contains:

- 1 General
- 8 Knights
- 19 Spearmen including Champion and Command group
- 18 Handgunners including Command group
- 1 Cannon/Mortar

LORDS



Empire Elector Count
on Griffon



Balthasar Gelt,
Supreme Patriarch

Griffons are wild and dangerous creatures that hunt from the tallest crags of the northern Worlds Edge Mountains. Brave adventurers seek out their high nests and steal their chicks to raise in captivity. Only in this way can a griffon ever be made tame enough to allow anyone to ride it, and even then they are temperamental and ferocious beasts. Griffons have fierce heads with hooked beak like that of a huge bird of prey. Their forequarters too are feathered, with scaly limbs bearing powerful claws that are bird-like and razor sharp. Behind its huge feathered wings, the Griffon's body is furred and it has huge taloned paws and a tail like that of a great hunting cat such as a lion or tiger. Some Griffons have great golden pelts like mountain lions, other have skins which are spotted or striped, or which are as black as night.



Empire Grand Masters



Empire Elector Counts



All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.

HEROES



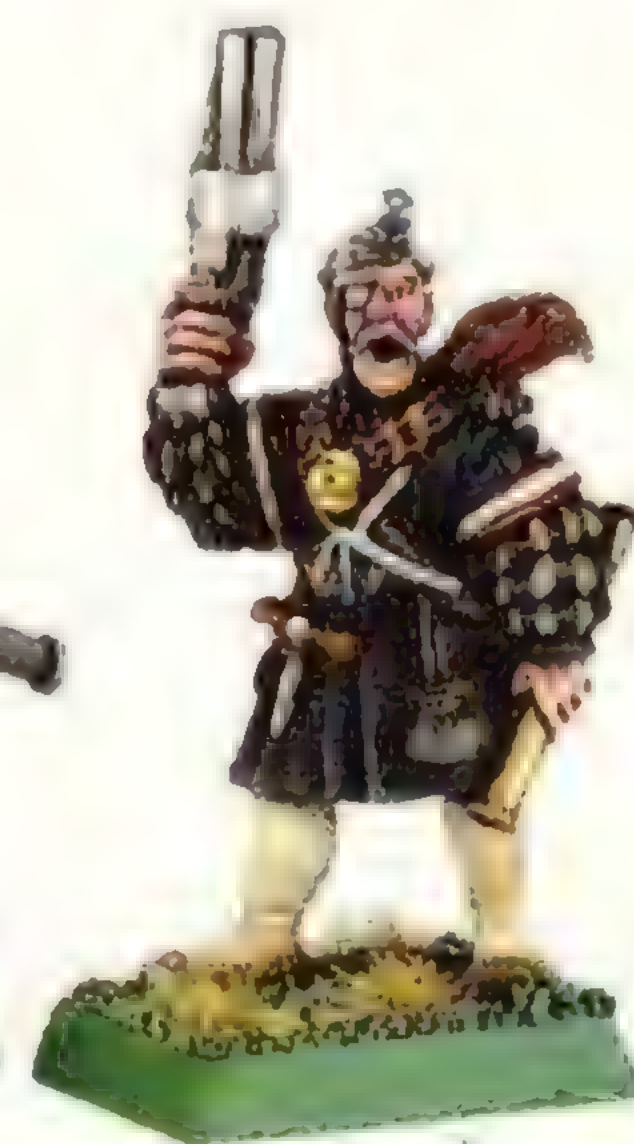
Luthor Huss, Prophet of Sigmar



Empire Mounted Wizards



Empire Wizards



Empire Engineers



Empire Warrior Priests

Master Engineers are eccentric scientists who are mostly found in Altdorf, tinkering with new technological weapons for the Emperor's arsenal. Their burning need to try out their latest creations also brings them onto the battlefield, where they employ their most successful pieces of machinery to the advantage of the Empire's force. Engineers are normally occupied sniping at the enemy with a variety of powerful experimental handguns, but sometimes they can't resist the appeal of being in charge of artillery fire.



CORE UNITS



Empire Soldiers

These multi-part plastic models can be constructed in a number of ways. With either halberds or swords. Inside you will also find the special parts needed to make a Commander, Standard Bearer and a Drummer.



Empire Militia

Broadly referred to as 'irregular troops', militia units are called up as required, and none can foretell how many men will turn up at the muster. These troops receive no formal training or discipline, and are armed with their own equipment at their own expense. Such troops are often either mercenaries such as crossbowmen from Tilea, or recruited from the peasantry.



Empire Knightly Orders

Elector Counts often call upon the Knightly Orders to come to arms and fight as part of their army. To add this heavy cavalry to their army is vital for the Counts. This makes the Grand Masters very powerful individuals, because theirs is the final decision whether the Order will join the Count's army or not. Often the condition for this help is that the Grand Master himself assumes command of the army.



SPECIAL UNITS



Empire Great Cannon



Empire Greatswords with Command Group



Empire Mortar



Empire Pistoliers

Pistoliers are young nobles, knights' sons who are not old or experienced enough to win their spurs or join the Reiksguard. Many pistoliers will be fighting in battle for the first time. They ride to war alongside their fathers, and join together with other young nobles to fight as units of pistoliers on the battlefield. Being rather young and inexperienced they are inclined to be hot-headed and rather wild, bravely dashing into the jaws of danger where an older warrior might bide his time. The armour and weapons carried by a pistolier are provided by his family. His allegiance is to his father, family and ultimately to his Count and the Emperor.



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RARE UNITS



Empire Flagellants



Empire Helblaster Volley Gun

GAME SUPPLEMENT

Empire Army book
(80 pages Empire Armies book supplement)

EMPIRE BOXED SETS

Empire Soldiers
(Boxed set of 20 models)

Empire Knightly Orders
(Boxed set of 8 models)

Empire Battalion
(Boxed set)

Empire Hero on Griffon
(Boxed set of 1 model)

Empire Militia
(Boxed set of 20 models)

Empire Cannon or Mortar
(Boxed set of 1 model)

EMPIRE BLISTERS

Empire Elector Counts
(1 per blister)

Empire Grand Masters
(1 per blister)

PRICE BANDS

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Empire Warrior Priests
(3 per blister)

Empire Pistoliers
(1 per blister)

Empire Helblaster Volley Gun
(1 per blister)

Empire Flagellants
(3 per blister)

Empire Engineers
(1 per blister)

Empire Wizards
(2 per blister)

Empire Greatswords
(3 per blister)

Empire Greatsword Command
(3 per blister)

Luthor Huss, Prophet of Sigmar
(1 per blister)

Balthasar Gelt, Supreme Patriarch
(1 per blister)

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A - £3 B - £4 C - £4 D - £5 E - £6 F - £8 G - £8 H - £10 I - £12 J - £15 K - £18 L - £20 M - £25 N - £30 P - £40 Q - £50



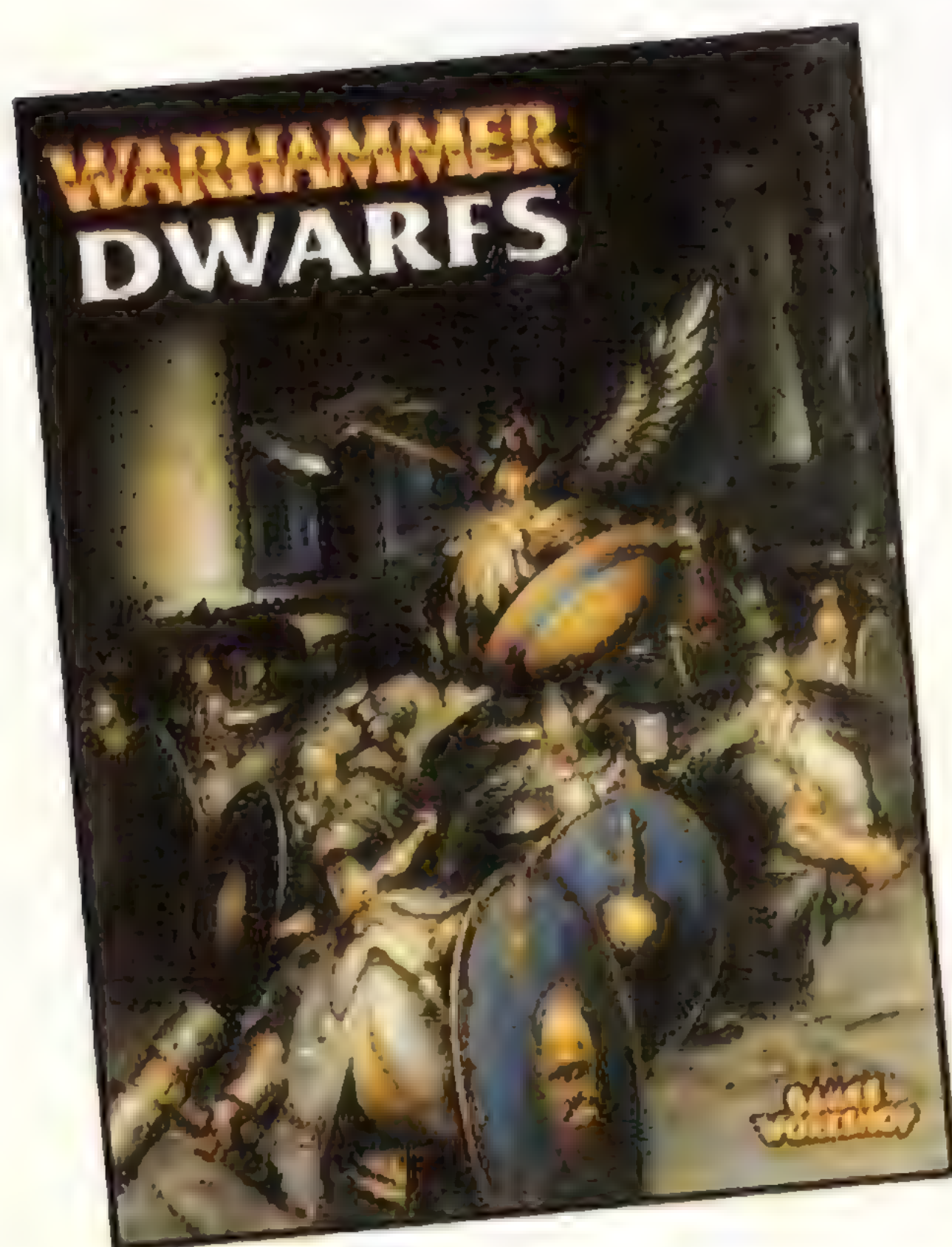
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Dwarfs

"We fight to protect our kinfolk, we fight to defend our clans, but more importantly we fight to uphold our honour. Ne'er forget the torment we have suffered and for each and every wrong our enemies heaped upon our ancestors, they shall repay the debt in blood. For we are sons of Grugni; alone we are rocks, united we stand with the strength of a mountain."

Dwarf King Alrik at the defence of Karak Hirn.

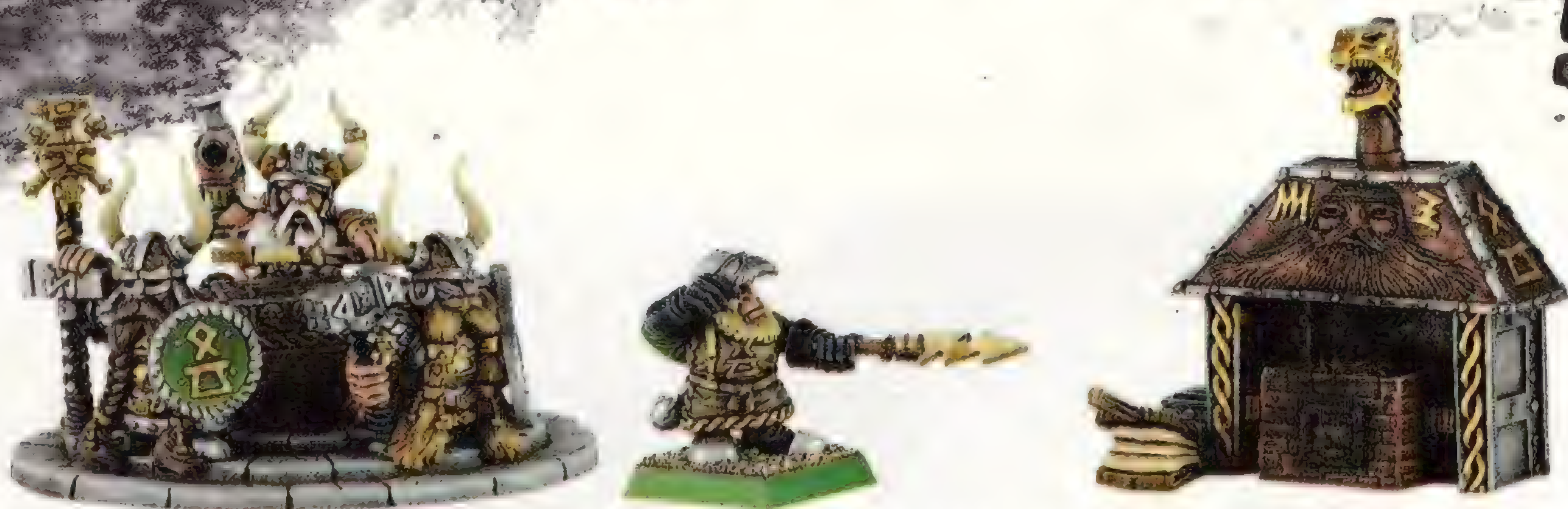
COLLECTING A DWARF ARMY



Warhammer Armies: Dwarfs is the essential guide for putting together a Dwarf army. Inside you will find a complete army list with lots of troop types, special rules, background information, painting tips and more.

Dwarfs are as tough and unyielding as their rocky habitat. In truth their stature and the fact that they come from an underground, mountainous realm helps to define how Dwarfs work on the battlefield. Dwarfs make doughty warriors, and their high Leadership and Toughness makes them determined troops who give up ground begrudgingly and only at a high cost to the enemy. Primarily, Dwarf armies are made up of solid, sturdy infantry. The bulk of a Dwarf army is made up of **Dwarf Warriors** – determined fighters who only run away in the most desperate of situations. As they have been embroiled in countless battles, it is no wonder that the Dwarfs have developed many elite troop types. The oldest and most veteran warriors form into a unit of **Longbeards**. These highly skilled fighters have fought and survived for so long that they are named for the length and girth of their enormous beards. Other elite regiments include the heavily armed **Hammerers**, and the well-armoured **Ironbreakers**. The most unusual Dwarf units are the **Slayers**. Due to some loss of honour or great personal tragedy these forlorn Dwarfs have vowed to seek a glorious death in battle at the hands of as large a foe as they can find!

LORDS



Thork Ironbrow, Dwarf Runelord & Anvil of Doom



Dwarf King Alrik



Dwarf Lord



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HEROES



Gotrek & Felix

Join the doomed Dwarf Slayer Gotrek Gurnisson and his travelling companion Felix Jaeger, on their journeys across the known world in William King's Gotrek & Felix series: Trollslayer, Skavenslayer, Daemonslayer, Dragonslayer, Beastslayer and Vampireslayer.



Dwarf Runesmith



Dwarf Engineer

CORE UNITS



Dwarf Warriors with Command Group



Dwarf Thunderers with Command Group



Dwarf Rangers with Command Group



Dwarf Miners with Command Group

Dwarfs have an insatiable thirst for gold, and construct deep shafts into the heart of the mountains in their quest to acquire the valuable metal. They also mine for ores and gemstones, and are very skilled at digging tunnels at incredible speed. The networks of mines and tunnels run through every mountain range. In battle, the Dwarfs use their knowledge of the tunnels and mastery of the pickaxe with deadly intent.

SPECIAL UNITS



Dwarf Ironbreakers with Command Group



Dwarf Longbeards with Command Group



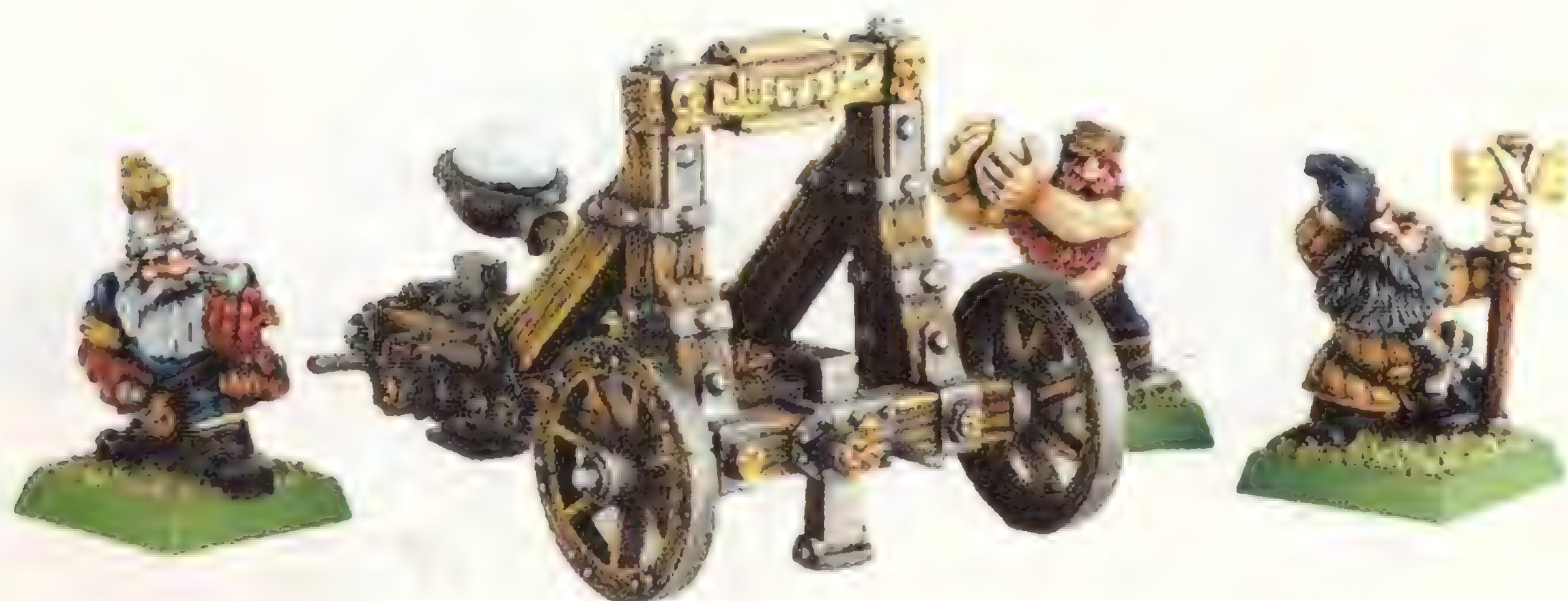
Dwarf Hammerers with Command Group



Dwarf Slayer & Command Group



Dwarf Bolt Thrower



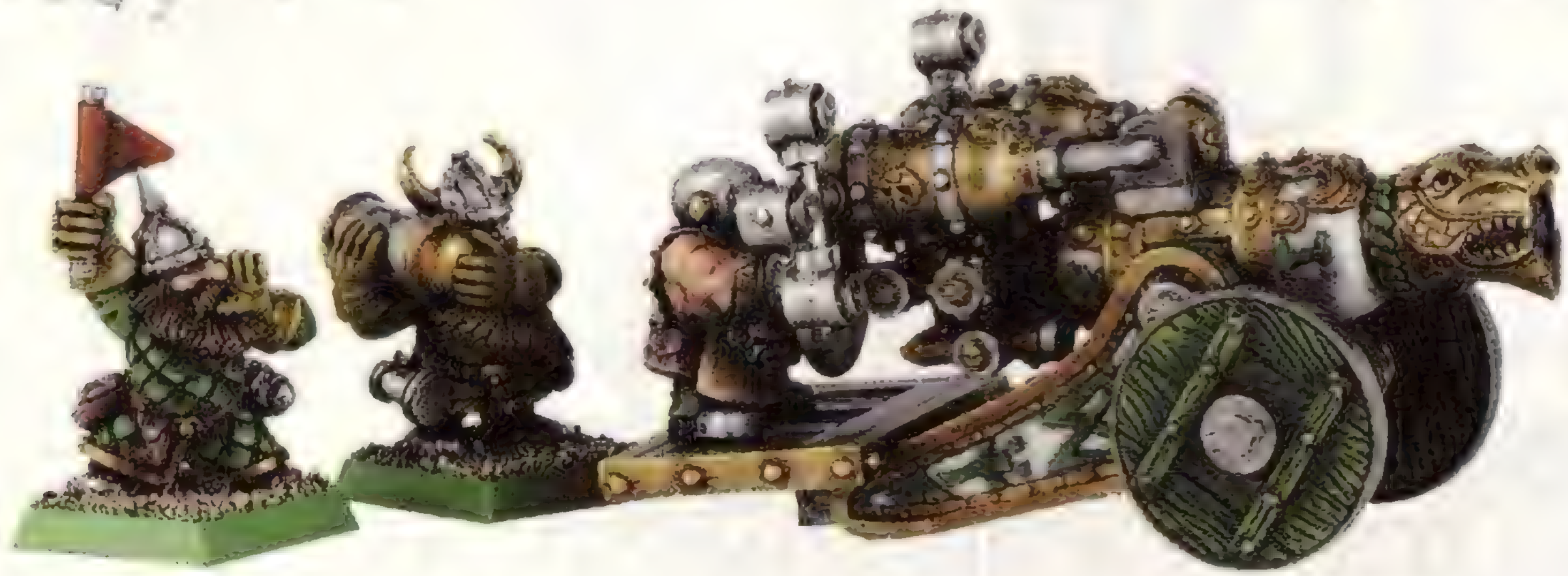
Dwarf Stone Thrower



Dwarf Cannon

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RARE UNITS



Dwarf Flame Cannon



Dwarf Gyrocopter



Dwarf Organ Gun

GAME SUPPLEMENT

Dwarf Army book
(80 pages Dwarf Armies book supplement)

DWARF BOXED SETS

Dwarf Warriors
(Boxed set of 20 models)
Thorek Ironbrow & the Anvil of Doom
(Boxed set of 5 models)

DWARF BLISTERS

Dwarf King Alrik
(1 per blister)
Dwarf Lord
(1 per blister)
Dwarf Runesmith
(1 per blister)
Dwarf Engineer
(1 per blister)
Dwarf Thunderers
(3 per blister)
Dwarf Thunderers Command
(3 per blister)
Dwarf Rangers
(3 per blister)
Dwarf Rangers Command
(3 per blister)
Dwarf Longbeards
(3 per blister)
Dwarf Longbeards Command
(3 per blister)

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Dwarf Ironbreakers
(3 per blister)
Dwarf Ironbreakers Command
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Dwarf Hammerers
(3 per blister)
Dwarf Hammerers Command
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Dwarf Miners
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Dwarf Miners Command
(3 per blister)
Dwarf Slayers
(3 per blister)
Dwarf Slayers Command
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Dwarf Cannon
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Dwarf Stone Thrower
(1 per blister)
Dwarf Organ Gun
(1 per blister)
Dwarf Bolt Thrower
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Dwarf Flame Cannon
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Dwarf Gyrocopter
(1 per blister)

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Price band table

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SPECIAL UNITS



Dwarf Ironbreakers with Command Group



Dwarf Longbeards with Command Group



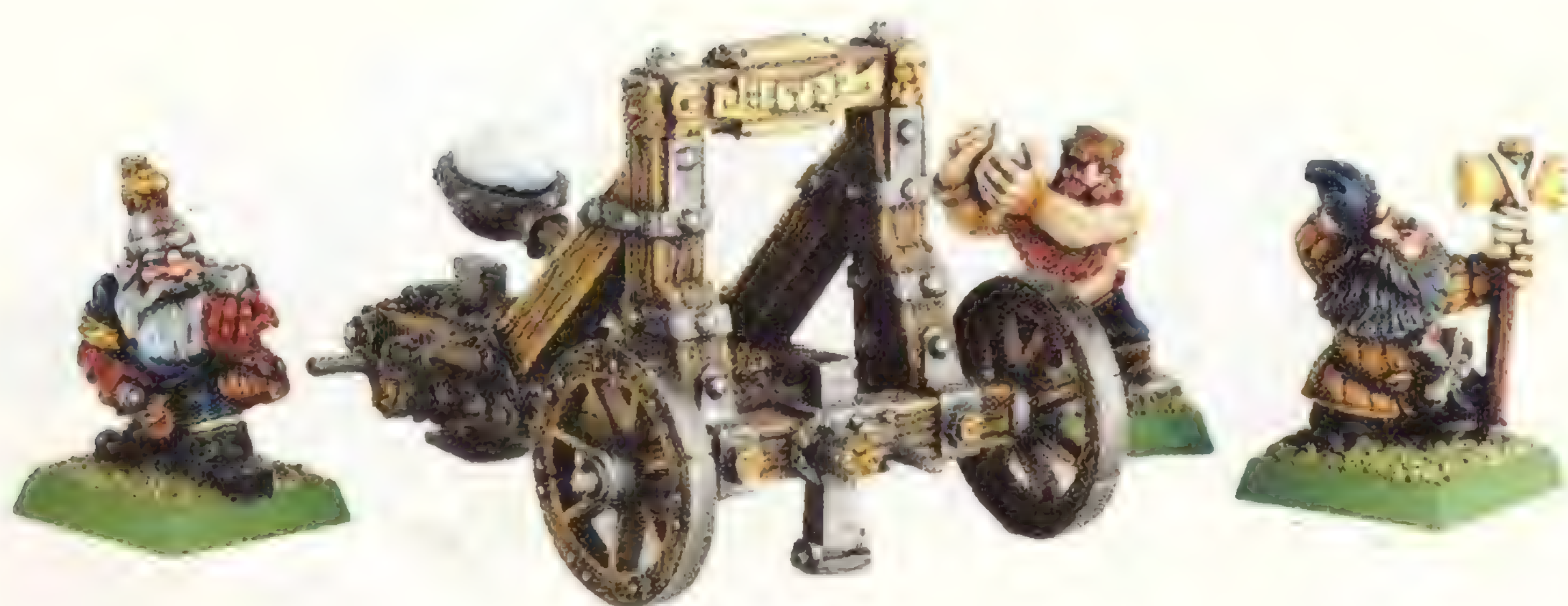
Dwarf Hammerers with Command Group



Dwarf Slayer & Command Group



Dwarf Bolt Thrower



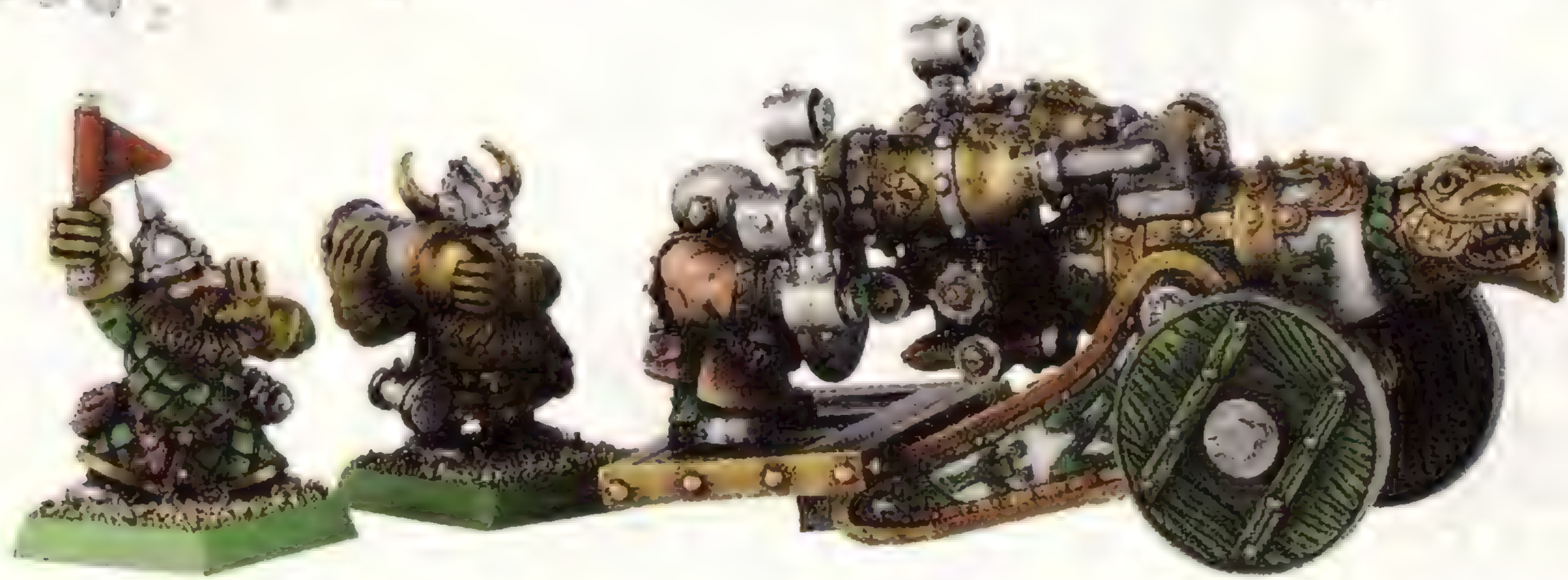
Dwarf Stone Thrower



Dwarf Cannon

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Dwarf Organ Gun



Dwarf Gyrocopter

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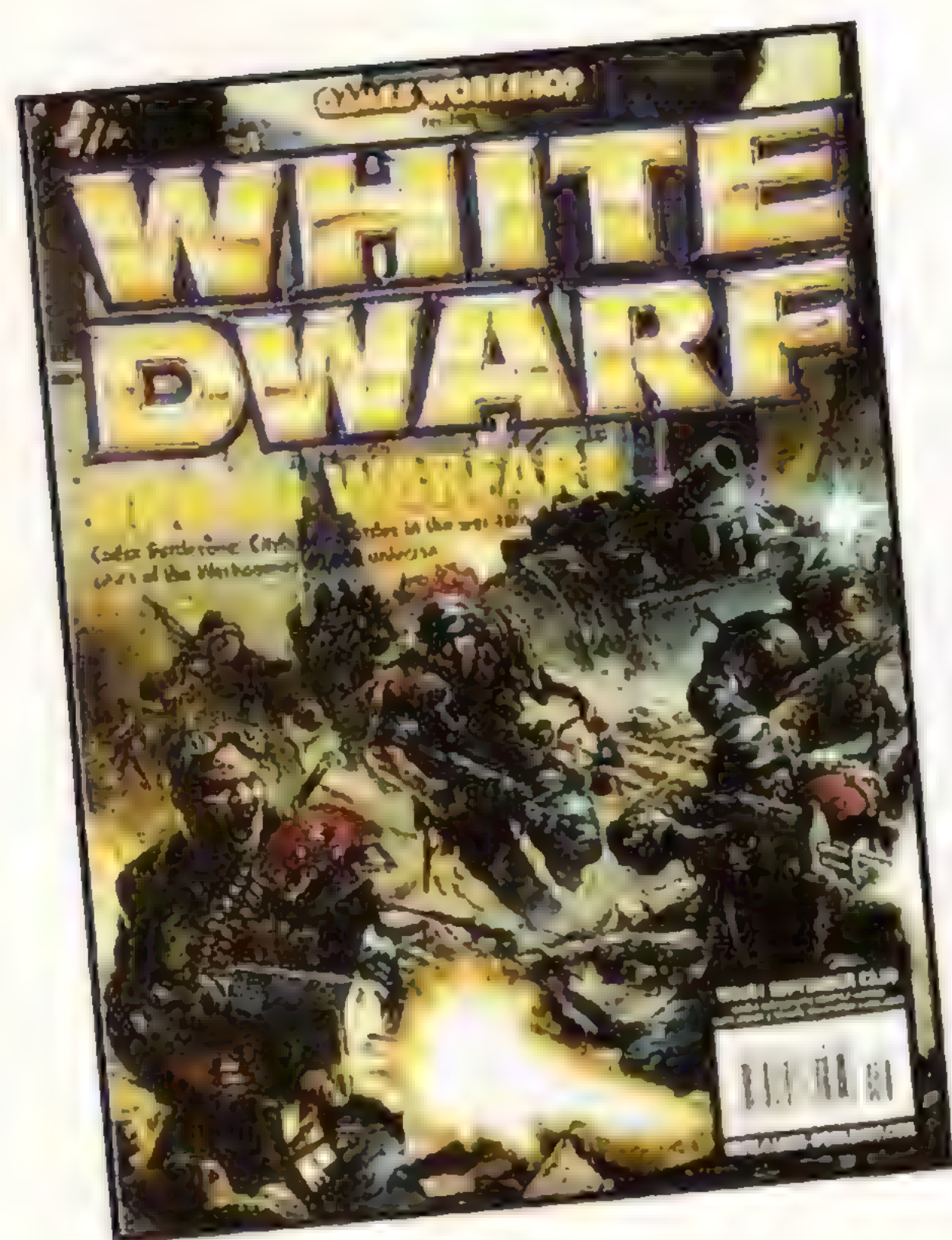
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Brettonnia

The human realm of Brettonnia is famed throughout the Old World as the homeland of chivalry. Rich in tradition and steeped in honour, a Bretonnian army with its resplendent knights is a magnificent sight to behold.

COLLECTING A BRETONNIAN ARMY



White Dwarf 261 includes the special preview Bretonnian army list which replaces the one in *Ravens Hordes*. You will also find special rules, background information and more.

The pride of Brettonnia is not its many fertile plains or picturesque valleys, but instead its gallant orders of knighthood. While many armies in the Warhammer world can muster *some* units of heavy cavalry, none can match the quantity and quality of choices that a Bretonnian General can choose from.

Knights Errant are the first and lowest order of knighthood. These are young knights still trying to make a name for themselves. Those who do prove themselves in battle become **Knights of the Realm**. The next two types of knights are so rare and powerful that a Bretonnian army may only have one unit of each. **Questing Knights** are valiant warriors who have put aside worldly possessions and joined the dangerous quest for the Grail. Those brave individuals who have been deemed worthy and fulfil their quest become **Grail Knights** – the living embodiment of chivalry and martial prowess.

While Bretonnians depend heavily on their knights in times of need, the humble commoners, or **Men-at-Arms**, are called into service. These peasants are outfitted and equipped by their lord with halberds, spears and swords. **Bowmen** are equally invaluable, as the strict vows of chivalry deny knights the use of missile weapons as a matter of honour – a viewpoint absolutely NOT shared by their foes.

A Bretonnian player has a massive choice of troops, miniatures and even paint schemes. On the following pages you will find at least one full colour example of every unit available in a Bretonnian army. So, in the sacred name of the Lady of the Lake and for the glory of the King, lower lances and charge!

LORDS & HEROES



Bretonnian Prophetess & Damsels



King of Brettonnia on Hippogriff

The most powerful heroes and kings can ride into battle on the backs of fantastic beasts. Not only does this make them even more effective in combat, they also make a stunning but centrepiece for your army.

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.



Bretonnian Questing Knight
Hero with a lance



Knight of the Realm Hero
with a morning star



Bretonnian Knight Heroes on foot



Bretonnian Grail Knight Hero
with a two-handed sword

CORE UNITS

The Knight of the Realm belongs to the most numerous of the order of chivalry. He has proven himself in battle and assumed his full responsibilities as a knight. The Knight of the Realm is a noble whose task is to rule and protect his people, serve his feudal lord, and provide an example of knightly virtue for others to aspire towards.



Bretonnian Knights of the Realm with Command Group

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.

The Seven Commandments of Chivalry

To serve the Lady of the Lake.
 To defend the domain entrusted to him.
 To protect the weak and fight for the right.
 Always to fight the enemies of
 virtue and order.
 Never to give up the fight until
 the foe are defeated.
 Never to break faith with a friend and ally.
 Always to display honour and courtesy.

The first and lowest order of knighthood is that of the Knight Errant. According to the traditions of chivalry a young knight must prove his worth with brave and noble deeds, and in this fashion he establishes his right to ascend the orders of knighthood.



Bretonnian Knights Errant with
Knights Command Group



Bretonnian Men-at-Arms Halberdiers
with Command Group



Bretonnian Men-at-Arms Command Group



Bretonnian Men-at-Arms Spearmen
with Command Group



Bretonnian Men-at-Arms Command Group



Bretonnian Men-at-Arms Command Group

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.

SPECIAL UNITS



Plastic Bretonnian Bowmen

While the Knights steal most of the glory, a few blocks of infantry can form solid bastions of defence on the battlefield. To bolster these units, try adding Standard Bearers, Musicians, Champions, or even a Knight Hero on foot!



Bowmen Men-at-Arms Command Groups

Mounted Squires come with separate arms so you can pose them in a variety of different ways.



Bretonnian Mounted Squires



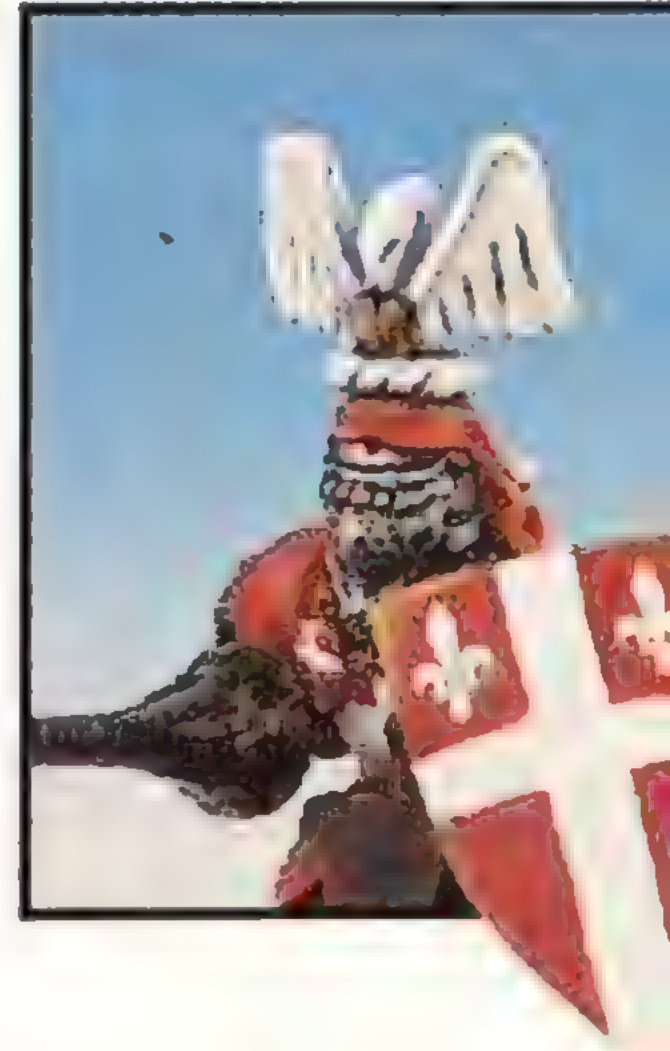
Squires with Bows

Squire Command Group

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.

RARE UNITS

There is a huge selection of Questing Knights available, with them you can personalise your unit and make it unique!



Bretonnian Questing Knights with Knight Command Group

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.



Bretonnian Grail Knights



Bretonnian Grail Knight Command Group

GAME SUPPLEMENT

White Dwarf 261
(Bretonnia Army list)

BRETONNIAN BOXED SETS

- King of Bretonnia on Hippogriff
(Boxed set of 1 model with a colour banner)
- Plastic Bretonnian Knights of the Realm
(Boxed set of 2 plastic models with a set of transfers)
- Plastic Bretonnian Bowmen
(Boxed set of 8 models)

BRETONNIAN BLISTERS

- Bretonnian Knight Errant
(1 per blister)
- Bretonnian Knight Command
(1 per blister)
- Bretonnian Knight Heroes
(1 per blister)
- Bretonnian Grail Knight
(1 per blister)
- Bretonnian Grail Knight Command
(1 per blister)

PRICE BANDS

£3.50

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- Bretonnian Knight Heroes on Foot
(1 per blister) C
- Bretonnian Mounted Squire
(1 per blister) B
- Bretonnian Prophetess & Damsels
(2 per blister) F
- Bretonnian Questing Knight
(1 per blister) C
- Bretonnian Questing Knight Command
(1 per blister) C
- Bretonnian Men-at-Arms with Spears
(3 per blister) D
- Bretonnian Men-at-Arms with Halberds
(3 per blister) D
- Bretonnian Men-at-Arms Command
(3 per blister - Champion, Standard Bearer, & Musician) E
- Squires with Bows
(3 per blister) D
- Squires Command Group
(3 per blister) E

Price band table. All prices correct at time of going to press. Contents may vary from those shown.

A - £3 B - £4 C - £4 D - £5 E - £6 F - £8 G - £8 H - £10 I - £12 J - £15 K - £18 L - £20 M - £25 N - £30 P - £40 Q - £50

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.

Lizardmen

The descendants of a civilisation that once ruled the Old World and created its inhabitants, the Lizardmen, now fight to realise the prophecies of their reptilian ancestors. War drums sound the rallying call from the deep jungles of Lustria, bringing forth scaly, cold-blooded warriors to defend and conquer.

COLLECTING A LIZARDMEN ARMY

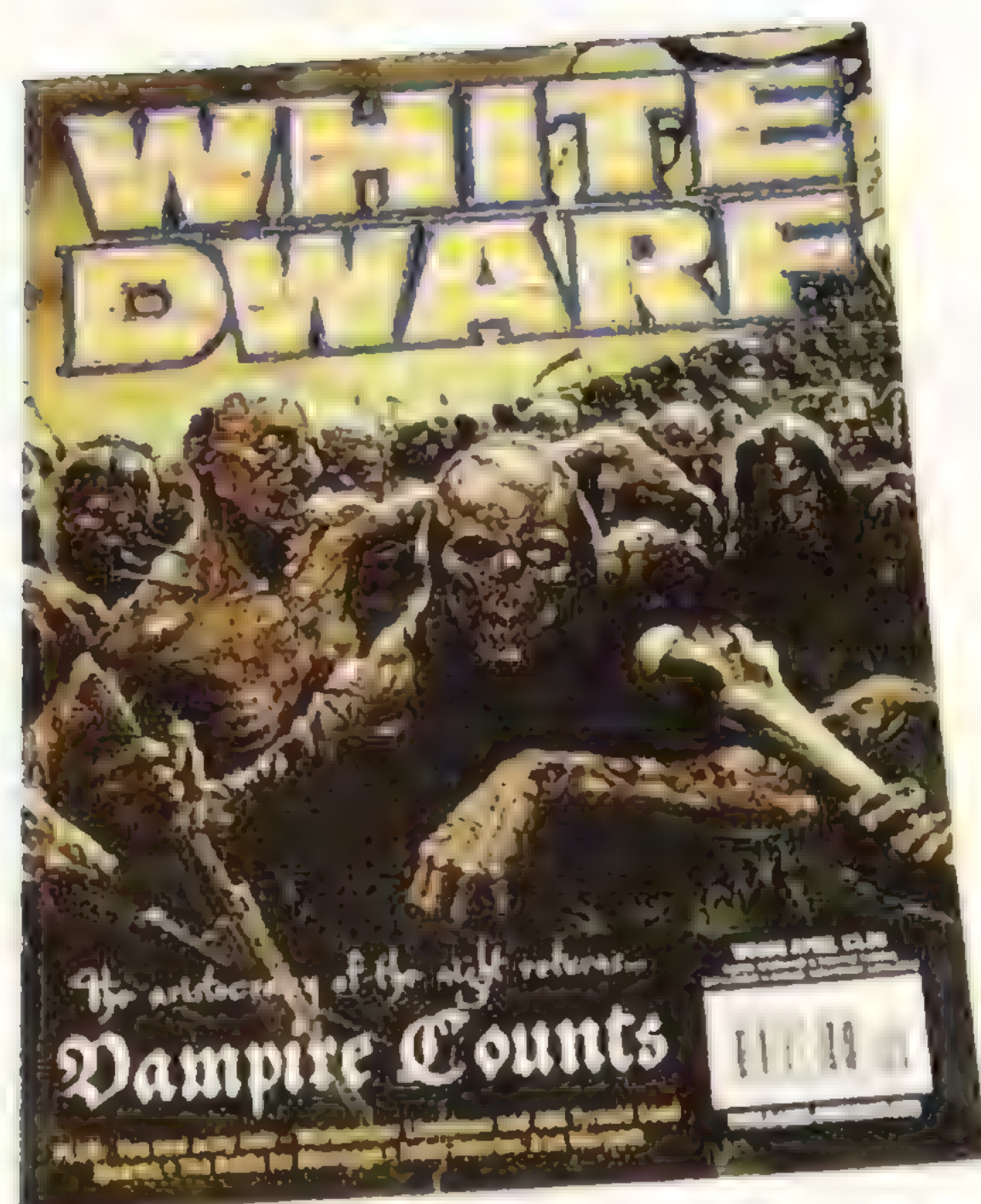
Lizardmen have inhabited the Old World since before the dawn of time. Their creators, the Old Ones, are long gone, but their directives are kept alive to this day by their surviving progenies. With one of the most extensive histories of any Warhammer army, the Lizardmen offer you the chance to bring these ancients to life on the battlefield.

Lizardmen are guided into battle by a **Slann Mage-priest**, the direct descendant of the Old Ones and a master of the highest form of magic. A Mage-priest is the centrepiece of the army, riding into battle on his palanquin carried by four **Saurus Temple Guards**, specially equipped **Saurus Warriors** that are adorned with ceremonial armour making them all but unstoppable in battle. The Saurus Warriors are the main fighting strength of Lizardmen armies. Their extremely short range of emotion, limited almost entirely to a savage thirst for killing, precisely suits the army's purpose.

Skinks were developed by the Old Ones when they realized that they needed a set of followers more intellectually advanced than the Saurus. Skinks work best in large groups and suffer no penalties when moving through bodies of water. They can be equipped with bows or javelins (both of which can carry poison tips), and can even be accompanied by the monstrous **Kroxigors**, larger, meaner cousins of the Saurus.

Naturally, Lizardmen troops are backed up by more primitive relatives, such as poison spitting **Salamanders**, flying **Terradons** and mammoth **Stegadons**, giant lizards carrying Skink troops to tear the enemy apart. Even the jungles open up, with **Swarms** slithering into battle.

Here you'll find the entire range of models available, as well as painting and tactical advice, to help revive the past glory of the Old Ones.



White Dwarf 256 includes the special preview Lizardmen army list which replaces the one in *Ravens Hordes*. You will also find special rules, background information and more.

LORDS & HEROES

The bloated Slann Mage-priest is carried into battle by the strongest and most dedicated Saurus, who are chosen to become part of the elite Temple Guard.

Slann Mage-priests are perhaps the most powerful Wizards in Warhammer.



Slann Mage-priest on Palanquin (Lord)



Lizardmen Temple Guard Hero



Saurus Hero



Skink Shaman (Hero)



Skink Heroes



All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.

CORE UNITS



Plastic Lizardmen Saurus
with hand weapons and Command Group

We've included a standard and musician with the Skink unit shown here, to enhance its appearance. However, Skinks are a skirmishing unit, and fight in a loose formation without a standard or musician like the ones found in the Saurus unit above.



Lizardmen Saurus
with spears and Command Group



Skink Archers
with Command Group



Jungle Swarms

SPECIAL UNITS



Salamander with Skink Runners



Lizardmen Temple Guard
Command Group

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.



Kroxigors

Kroxigors are giant cousins of the Saurus. They are much bigger and more powerful creatures, but less intelligent and their speech is limited to a blood curdling roar. Kroxigors need to be goaded into activity by the Saurus or Skinks, and will obey their instructions diligently, showing that they understand rather more than might be thought from their appearances.

RARE UNITS

These monstrous, hulking beasts carry well armed Skinks in bronze-clad howdahs on their broad backs. Crashing into the ranks of their foe they leave a immense trail of damage in their wake.



Terradons



Stegadon

LIZARDMEN BOXED SETS

Slann Mage-priest on Palanquin
(Boxed set of 1 model)

Lizardmen Saurus
(Boxed set of 6 plastic models)

Lizardmen Skinks
(Boxed set of 8 plastic models)

Stegadon
(Boxed set of 1 model)

LIZARDMEN BLISTERS

Skink Command
(4 per blister – Champion, Standard, Shaman & Drummer)

Jungle Swarms
(1 per blister)

PRICE BANDS

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Terradon
(1 Terradon and 2 Skinks per blister)

Lizardmen Salamander
(1 Salamander and 4 Skink Runners per blister)

Lizardmen Saurus Command
(3 per blister – Champion, Standard Bearer & Drummer)

Lizardmen Kroxigors
(1 per blister)

Lizardmen Saurus with Spears
(3 per blister)

Lizardmen Temple Guard Command
(3 per blister – Champion, Standard Bearer & Drummer)

Lizardmen Temple Guard
(2 per blister)

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High Elves

The High Elves will be available early in 2002.

As one of the ancient races, the High Elves once ruled the seas. Now they live in the seclusion of their island homeland Ulthuan. Noble, mysterious masters of the arts of war and magic, they fight to protect their home and preserve their way of life.

COLLECTING A HIGH ELF ARMY



Warhammer Armies: High Elves is the essential guide for putting together a High Elf army. Inside you will find a complete army list with loads of troop types, special rules, background information, painting tips and more.

High Elves do not attack with sheer numbers as many other armies do. They prefer to use tact and skill to finish battles as swiftly and efficiently as possible. Elite fighters stride into battle, supported by thundering cavalry and the swirling winds of High Magic.

Those troops are some of the best in all of Warhammer. While **High Elf Spearmen** are not to be overlooked, and their **Archers** are the finest in the land, it is the specialised units that evoke real fear. **White Lions** wield mighty axes they've trained to use since youth. **Sword Masters of Hoeth** are expert at handling their massive blades. The stealthy **Shadow Warriors**, and venerable **Phoenix Guard** complete the roll call. Any combination of these units forms a solid foundation for a successful High Elf army.

Fighting beside them are some of the best mounted troops in the game. **Silver Helms**, highly manoeuvrable **Ellyrian Reavers**, and the **Dragon Princes of Caledor** are all valuable additions, as well as the Elven war machines, the **Repeater Bolt Thrower** and the dreaded **Tiranoc Chariots**.

The High Elves are often led by heroic individuals who are some of the most powerful characters in any army. Highest among them being the High Elf Prince **Tyrion**.

These models and more are shown here for your perusal. Among them you'll find tactical advice and some painting tips to help you strike forward and carry on the tradition of High Elf excellence in battle.

LORDS & HEROES

Prince Tyrion is the greatest living warrior of the High Elves. He is a descendant of the first Phoenix King, and some Elven bards say that he is in fact Aenarion reborn, so valiant and skilled is he. Tyrion was commander at the glorious battle of Finuval plain, when he routed the host of Malekith and slew the Witch King's personal champion, Urian Poisonblade. He is the protector of the Everqueen, and defender of all of Ulthuan.

Tyrion, Defender of Ulthuan
(Lord)



All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.



Imrik, Dragon Prince
of Caledor, riding Dragon
(Lord)

Caledor is now a silent realm. No longer do the skies ring to the cries of dragons and the roar of their fiery breath. No more do the caves rumble with their sounds nor does the earth shake beneath their heavy tread. Instead, there is nothing but the hollow echo of the Elves' footsteps in the ancient halls.

Most noble of these princes of dragons is Imrik, last of the line of the Phoenix King Caledor. It is he who remains one of the few that can wake the dragons in time of need, and then only a few. Gone are the days when his followers rode into battle atop mighty fire drakes. Now it is Imrik alone who fights in the traditional manner of his house.

And fight he does! In the defence of his homeland, and indeed of all Ulthuan, Imrik is a stalwart bastion of strength. Together with Tyrion and Teclis, the descendants of the great house of Aenarion, he stands as an unbreachable wall between the many foes of the High Elves and the mystical isle of Ulthuan.



High Elf Mages

High Elf Lords

The noble families have led our people through times of peace and conflict for thousands of years. They pride themselves in their deep sense of honour and mastery of the arts of diplomacy and war, taught to them from a young age. In times of conflict they demonstrate this prowess through their flexibility, perfectly capable of fighting unmatched skill in the thick of the mêlée, or commanding our armies from a distance, directing the flow of battle as need dictates.

Foolish weaklings of the lesser races sometimes misinterpret this as cowardice, but they are mistaken. On the contrary, far too many of our nobles die fighting in the pre-combat and our people would often be better served if our commanders were less brave, not more so. While other races may throw their leaders recklessly into the thick battle, we the Asur are not a prolific race and so when a noble falls, he is mourned, and the loss keenly felt.

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.

CORE UNITS



High Elf Archers

The majority of warriors in High Elf armies are citizen militia rather than professional soldiers. This militia is a part-time army in which all take their turn to serve, every Elf providing his own battle gear in defence of his home and country.

When a High Elf is inducted into the citizen levy, a keen-eyed young Elf will begin his training in Archery. Lacking the battle experience of his older brethren, he fights from a distance – experiencing the carnage of war from a relatively safe place. As his familiarity with the horrors of battle grows, he will eventually be promoted to the Spearmen. This is the senior arm of the militia, and is expected to fight bravely in the main line of battle. With decades of experience behind him, an Elf can don the armour of a Spearman and join his fellows in the rigorous training needed to fight efficiently as one body.

The provinces of Eataine does not field a citizen militia as all the others do, instead contributing the Lothorn Sea Guard to the Phoenix King's army. Unlike the normal levy, they are not only called up in times of need, but remain at arms at all times.

The riches of the High Elves are great, and the legends greater still, so there is never any shortage of villainous cut-throats who will stoop to any depth to steal their way into the fair capital and plunder the High Elves ancestral wealth. The Seaguard patrol the shores around Lothorn.



High Elf Spearmen



High Elf Silver Helms

Many of the famed regiments of the High Elf army come from one or other of its provinces, but not so the Silver Helms. They are formed from the sons of our nobility, given a chance to fight the enemies of the High Elves and possessing the means to equip themselves in all the expensive panoply of a fully armoured horseman.

In these troubled times all High Elf nobles prepare themselves for war, and teach their sons the ways of the sword and bow as well as the finer arts such as poetry and song. It is not only the High Elf way of life that lies threatened, but their very existence. To this end, all noble houses send their sons to fight in the wars for the survival of there race.

SPECIAL UNITS



High Elf Swordmasters of Hoeth



High Elf Dragon Princes of Caledor

In ancient times the noble warriors of Caledor rode into battle astride mighty dragons. Few indeed were those who could stand before their charge, the dragons incinerating those that escaped the lances of their masters. Now those days are gone, and the great beasts can only rarely be roused from their slumber. Instead, the Dragon Princes carry on their ancient martial tradition, fighting on the backs of Elven steeds instead of great wyrms.



High Elf Tiranoc chariot



High Elf Ellyrian Reavers



High Elf Shadow Warriors

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.

RARE UNITS



High Elf Repeater Bolt Thrower



High Elf White Lions



High Elf Phoenix Guard



High Elf Great Eagles

The High Elves will be available early in 2002.

GAME SUPPLEMENT

High Elves Armies book
(80 pages High Elves Armies supplement)

HIGH ELVES BOXED SETS

- Imrik, Dragon Prince of Caledor, riding Dragon
(Boxed set of 1 model)
- High Elf Warriors
(Boxed set of 16 High Elf spearmen or High Elf seaguard)
- High Elf Archers
(Boxed set of 16 models)
- High Elf Silver Helms
(Boxed set of 8 models)
- High Elf Dragon Princes
(Boxed set of 5 models)
- High Elf Tiranoc Chariot
(Boxed set of 1 model and a colour banner)

HIGH ELVES BLISTERS

- High Elf White Lions of Chrace Command
(3 per blister - Champion, Standard Bearer & Musician)
- High Elf White Lions of Chrace
(3 per blister)
- High Elf Mages
(2 per blister)

PRICE BANDS

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PRICE BANDS

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High Elf Lords (1 per blister)	E
High Elf Sword Masters of Hoeth Command (3 per blister - Champion, Standard Bearer & Musician)	E
High Elf Sword Masters of Hoeth (3 per blister)	D
High Elf Repeater Bolt Thrower (2 crew and 1 Bolt Thrower per blister)	H
Ellyrian Reaver (1 per blister)	B
Ellyrian Reaver Command (1 per blister)	B
High Elf Shadow Warriors (3 per blister)	D
Tyrion (1 per blister)	I
High Elf Phoenix Guard (3 per blister)	D
High Elf Phoenix Guard Command (3 per blister)	E
High Elf Great Eagle (1 per blister)	E

Price band table

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Wood Elves

Stranded in the Old World long ago, the Wood Elves adapted to life in their new home – the forest realm of Athel Loren. Invaders of this woodland paradise are dealt with swiftly and silently by the Wood Elves and their forest allies.

COLLECTING A WOODELF ARMY

The Wood Elf commander has a wide selection of troops to call to his banner in times of need. Not only are there numerous Wood Elf troop types to select from but, during their years in the forest realm, the Wood Elves have befriended many of its fantastic inhabitants – calling upon them in times of dire need.

The Wood Elf glades are protected from invasion by scores of **Archers**. They are, without a doubt, the best marksmen anywhere, able to shoot further and hit harder than any other army. Armed with spears, the **Glade Guard** form the main defensive force. These warriors make up the majority of Wood Elf forces.

Some Wood Elves developed remarkable skills and abilities. **Wood Elf Scouts** are exceptional archers who patrol the forest, ambushing intruders well ahead of the main Wood Elf army. The very best Scouts become **Waywatchers**, setting deadly traps for the unwary. Not all Wood Elves depend on the longbow – **Wardancers** are the best known (and rightly feared) Wood Elf close combat troop type, their artistic and graceful dances becoming deadly on the battlefield.

The Wood Elves' only cavalry troops, the **Glade Riders**, strike hard and fast at the heart of the enemy. The Wood Elves also ride giant hawks to battle, these **Warhawk Riders** appear out of nowhere and pounce upon unsuspecting enemy troops and war machines.

The Wood Elves can also ask for aid from the other denizens of Athel Loren. The ancient **Treemen** can smash apart the most powerful of opponents, while the **Dryads** are vengeful tree spirits which that can shape-shift at will.

On the following pages you'll find at least one full colour picture of every Wood Elf troop type and some helpful tips on getting the most out of them on the battlefield. The Wood Elves have defended their lands for centuries, so grab your quiver and start stringing your longbow!

LORDS & HEROES



Wood Elf Mage



Wood Elf Mage
on Warhawk



Mounted Wood Elf Lord

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.

CORE UNITS



Wood Elf Command



Plastic Wood Elf Archers
Boxed set



Glade Guard with Command Group

SPECIAL UNITS

A unit of these mysterious and vengeful tree spirits is a great addition to any Wood Elf army. Dryads can change their shape to different tree-like aspects, giving them awesome powers in close combat.



Dryads



Wood Elf Scouts



Wood Elf Glade Riders with Command Group

Flying troops are great for striking at the tender underbelly of the enemy army. Warhawk Riders can take out your opponent's war machines or chase down fleeing units with ease.



Wood Elf Warhawk Riders with Spears



Wood Elf Wardancers

Wardancers are so athletic that they can move over friendly and enemy troops with ease, striking at the very heart of the foe. Once combat begins, their intricate combat dances spell certain doom!

RARE UNITS



Wood Elf Waywatchers

Waywatchers unleash volley after volley of arrows while remaining undetected in the safety of the forest. Using stealth the Waywatchers set deadly traps for any that would attack their forest home land of Loren.



Treemen



TREEMEN!

Very few troops can stand up to the full fury of a Treeman. They are so strong, tough and stubborn that unless you beat and wound them in close combat, they simply refuse to break!

WOOD ELVES BOXED SET

Wood Elf Plastic Archers
(Boxed set of 8 models)

WOOD ELVES BLISTERS

Dryads
(2 per blister)

Wood Elf Waywatchers
(2 per blister)

Wood Elf Scouts
(3 per blister)

Glade Rider
(1 per blister)

Glade Rider Command
(1 per blister - Champion or Standard Bearer or Musician)

PRICE BANDS

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Wood Elf Warhawk Rider
(1 per blister)

Wood Elf Wardancers
(3 per blister)

Wood Elf Command
(3 per blister - Champion, Standard Bearer & Musician)

Wood Elf Glade Guard
(3 per blister)

Mounted Wood Elf General
(1 per blister)

Wood Elf Mages
(2 per blister)

Wood Elf Mage on Warhawk
(1 per blister)

Treeman
(1 per blister)

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Price band table

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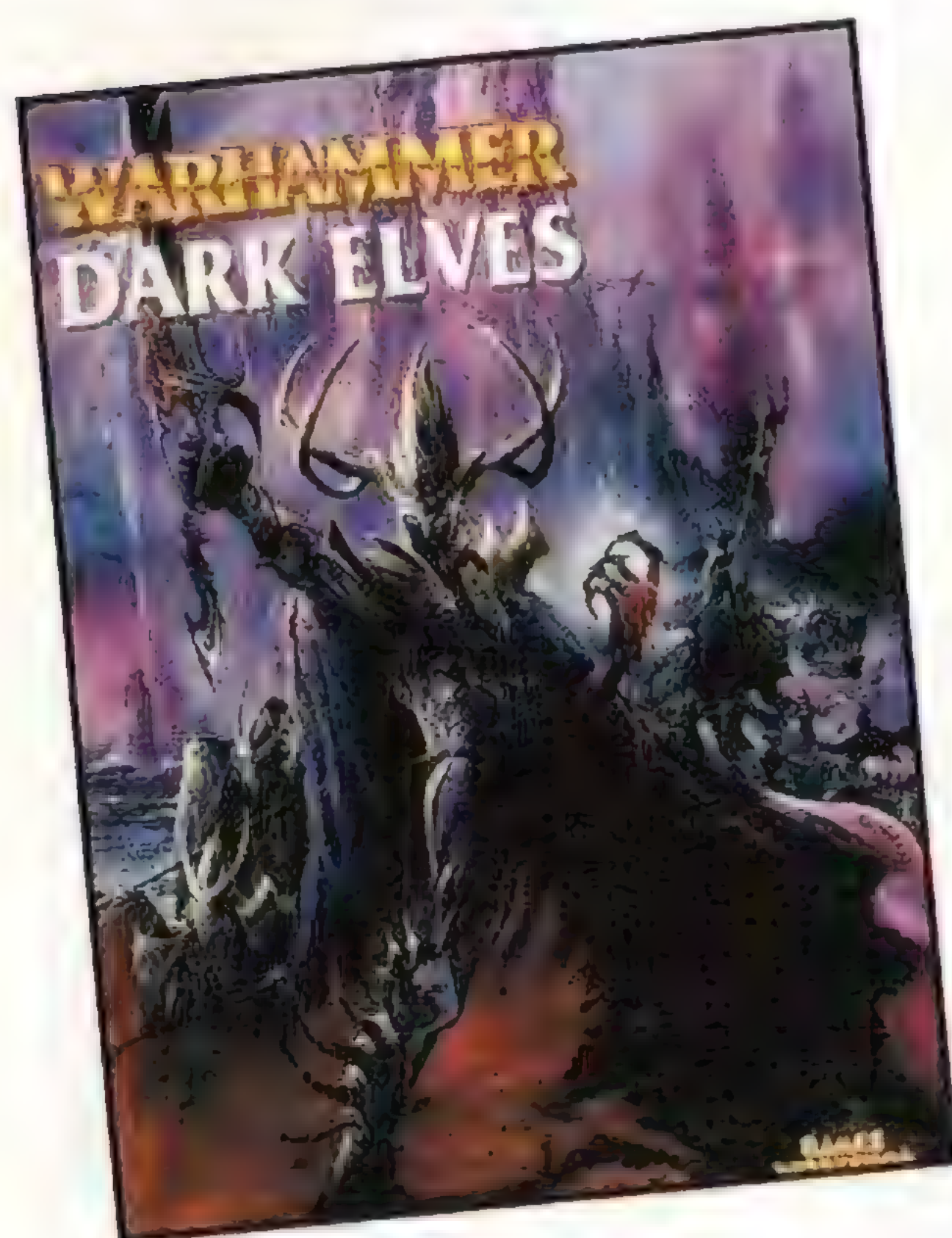


All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.

Dark Elves

Many thousands of years ago, the Elven Kingdom erupted in civil war. Forsaking the ancient traditions and embracing the powers of dark sorcery, the Dark Elves, as they came to be known, were driven off to the bleak lands of Naggaroth where they still plot their revenge.

COLLECTING A DARK ELF ARMY



Warhammer Armies: Dark Elves is the essential guide for putting together an Dark Elf army. Inside you will find a complete army list with loads of troop types, special rules, background information, painting details and more.

Although often small in size, Dark Elf armies are loaded with dangerous troop types. **Dark Elf Warriors** are deadly fighters, whether wielding long heavy-bladed spears, or the much feared repeater crossbow. These regiments often form the backbone of the army from which the more powerful threats are launched.

In the harsh lands of Naggaroth, the Dark Elves have developed many deadly new skills. Issuing forth from their Black Arks are regiments of **Corsairs**, sea-faring cutthroats who use Sea Dragon skins as armour. The **Black Guard** are the powerful and well-equipped bodyguards of the Dark Elf King. The most bloodthirsty Dark Elf troops are the **Witch Elves** - depraved warrior women who use their speed, high weapon skill, and sheer ferocity to butcher any opponent they can get close to. For cavalry, the Dark Elves use speedy **Dark Riders** to range ahead of the main force, spying, spreading terror, and reaping havoc. The real heavy hitters are the **Cold One Knights** - highly skilled warriors mounted on the back of huge and savage reptiles.

Laid out on the following pages you will find full-colour pictures for nearly all the Citadel Miniatures Dark Elf line. These cruel-hearted warriors make the kind of army that can put fear into your opponent before the game even starts!

LORDS



Morathi, the Hag sorceress

Malus Darkblade, Scion of Hag Graef

Malekith, King of Naggaroth

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.

HEROES



Dark Elf Sorceress



Dark Elf Assassins



Dark Elf Beastmaster



Dark Elf Beastmaster on Manticore

CORE UNITS



Dark Elf Warriors with Command Group



Dark Elf Corsairs with Command Group



Dark Elf Dark Riders with Command Group

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.

SPECIAL UNITS



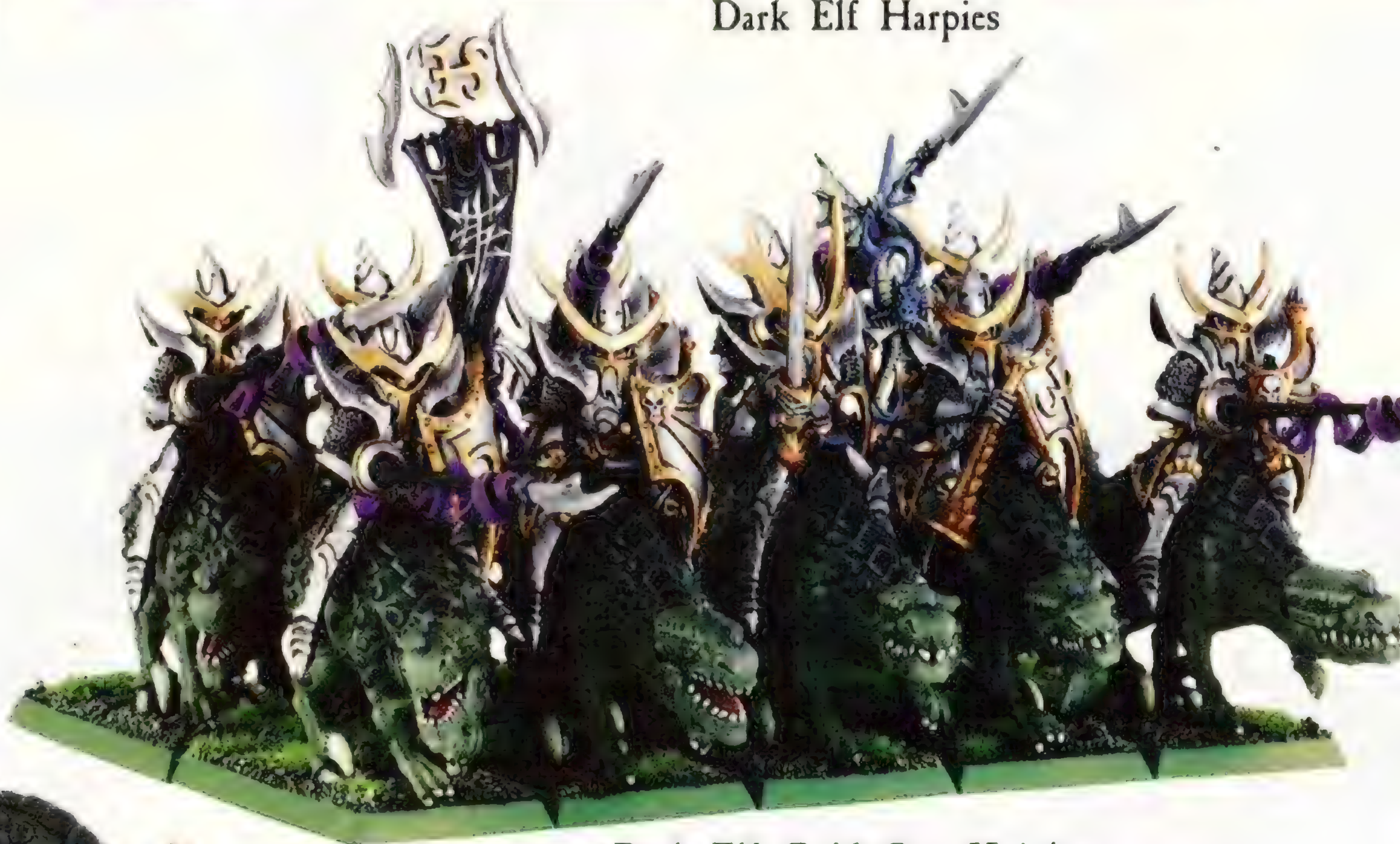
Dark Elf Shades



Dark Elf Harpies



Dark Elf Cold One Chariot



Dark Elf Cold One Knights
with Command Group



Dark Elf Witch Elves of Khaine with Command Group



Dark Elf Executioners with Command Group

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.

RARE UNITS



Dark Elf Cauldron of Blood



Dark Elf War Hydra



Dark Elf Black Guard with Command Group



Dark Elf Reaper Bolt thrower

GAME SUPPLEMENT

Dark Elf Army Book
(80 pages Empire Armies book supplement)

DARK ELF BOXED SETS

Dark Elf Warriors
(Boxed set of 20 models)
Malekith, Witch King of Naggaroth
(Boxed set of 1 models)
Dark Elf Cold One Chariot
(Boxed set of 1 model)
Dark Elf Cauldron of Blood
(Boxed set of 1 model)
Dark Elf War Hydra
(Boxed set of 1 model)
Dark Elf Beast Master on Manticore
(Boxed set of 1 model)

DARK ELF BLISTERS

Morathi, the Hag Sorceress
(1 per blister)
Malus Darkblade
(1 per blister)
Dark Elf Beastmasters
(1 per blister)
Dark Elf Assassins
(2 per blister)
Dark Elf Harpies
(2 per blister)
Dark Elf Reaper Bolt Thrower
(1 per blister)

PRICE BANDS

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Dark Elf Sorceress on Cold One
(1 per blister)

E

Dark Elf Witch Elf
(3 per blister)

D

Dark Elf Witch Elf Command
(3 per blister)

E

Dark Elf Corsairs
(3 per blister)

D

Dark Elf Corsair Command
(3 per blister)

E

Dark Elf Sorceress
(1 per blister)

C

Dark Elf Executioners
(3 per blister)

D

Dark Elf Executioner Command
(3 per blister)

E

Dark Elf Black Guard
(3 per blister)

D

Dark Elf Black Guard Command
(3 per blister)

E

Dark Elf Shades
(3 per blister)

D

Dark Elf Dark Rider
(1 per blister)

B

Dark Elf Dark Rider Command
(1 per blister)

B

Dark Elf Cold Ones
(1 per blister)

D

Dark Elf Cold One Command
(1 per blister)

D

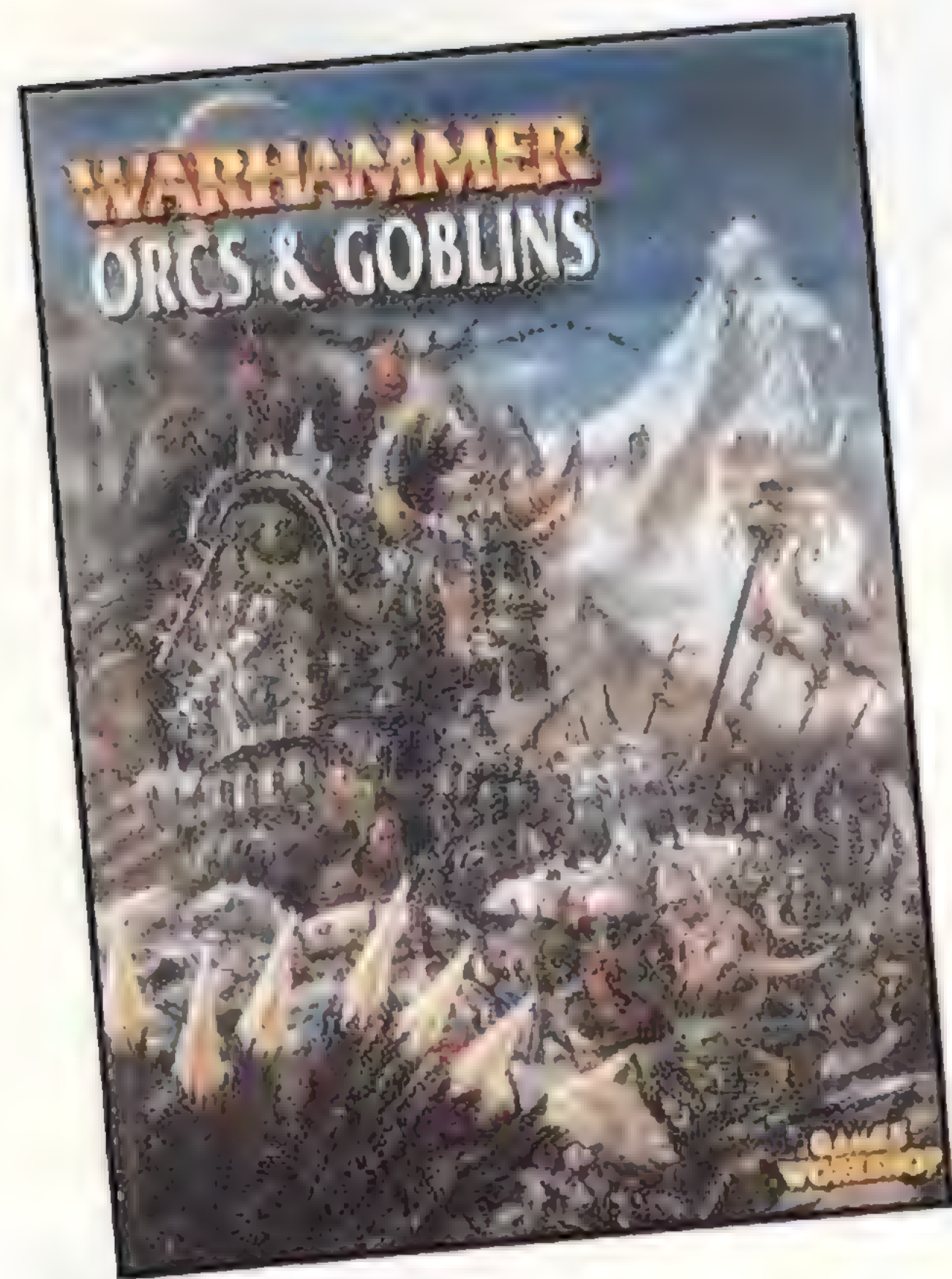
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Orcs & Goblins

Like a massive green tidal wave crashing down across the landscape, ravaging hordes of Orcs and Goblins leave destruction and ruin in their wake. Unruly mobs raise an earsplitting din, forcing their enemies to run for cover.

COLLECTING AN ORC AND GOBLIN ARMY



Containing the army list and extensive background information, as well as special characters and magic items, *Warhammer Armies: Orcs and Goblins* is the starting point for any Greenskin army. This indispensable tome contains all the history, achievements, and petty squabbles the Orcs and Goblins have become famous for.

Orcs and Goblins are one of the most maniacal and diverse forces in Warhammer, with enough troop types to make your head spin. If they can stop arguing with each other long enough to attack, Orcs and Goblins can be nigh unstoppable.

The key to an Orc and Goblin victory has always been troops, and plenty of them. Start with the basics, **Orc Boyz** and their wilder cousins, **Savage Orc Boyz**. Backing up da 'boyz' are hordes of **Goblins** and **Night Goblins**. These diminutive, inexpensive, yet highly valuable troops can be used to absorb enemy fire, or simply, overwhelm opponents. You'll find plenty of elite troops, such as **Black Orcs**, which are extra strong and tough – even for Orcs. Accompanying them are many forms of cavalry, from the fast and wily **Goblin Wolf Riders**, to the brutish charge of **Orc Boar Boyz**. We don't even have the room here to go into details about all of the different special troop types available to the sly Gobbos, or the various kinds of **Trolls**, the deadly **Wyvern**, towering **Giant**, and more.

The Greenskins have war machines as well. You'll find the **Rock Lobber**, the **Goblin Wolf Chariot**, the deadly **Doom Diver Catapult** and the **Snotling Pump Wagon**.

Over the next few pages you'll come across painted examples of just about every type of Orc and Goblin you can choose, along with painting tips, tactics, and collecting advice. So tilt your head skyward, shout a loud WAAAGH and get ready to fight.

ORC BATTALION

The Orc Battalion boxed set contains a complete army at a great price. Use it to start a new Orc force or to expand your existing Orc army.



The Orc Battalion contains:

- 1 Warboss
- 19 Boyz including Command group
- 18 Arrer Boyz including Command group
- 10 Goblin Wolf Riders including Champion and Command group
- 1 Orc Boar Chariot.

LORDS & HEROES



Orc Warlord on Wyvern
(Lord)



Orc Warlord on Boar
(Lord)



Savage Orc Shaman
(Hero)



Orc Shaman
(Hero)



Goblin Shamans
(Hero)



Grimgor Ironhide,
Black Orc Warboss (Lord)



Wurrzag, Savage Orc Shaman
(Lord)

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.

CORE UNITS



Snotlings



Savage Orc Boyz with Command Group



Night Goblin Netters



Orc Boyz Regiment with Command Group



Night Goblin Fanatics



Night Goblin Regiment with Command Group



Goblin Wolf Riders Regiment with Command Group



Goblin Regiment with Command Group

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.

SPECIAL UNITS



Savage Orc Boar Hero



Savage Orc Boar Boy



Goblin Spear Chukka



Orc Boar Boyz with Command Group



Black Orcs with Command Group



Orc Boar Chariot



Goblin Rock Lobber

The Goblin Chariot wreaks havoc and cuts down all in its path with its evil scythes.



Goblin Chariot



Night Goblin Squig Herd



Night Goblin Squig Hoppers

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.

RARE UNITS

The Doom Diver catapult has no range or line of sight restriction. It can target any spot on the tabletop upon which to unleash its flying fury, capable of taking out anything with one lucky shot!



Goblin Doom Diver



Giant



Snotling Pump Wagon



River Trolls

River Trolls, aside from being big and stupid and smelling like fish, have slimy skin which can cause attacking strikes to glance off their bodies without doing any damage.



Stone Trolls

Stone Trolls eat everything – even rocks if they can find nothing better! As they digest the rocks into their systems, the Stone Trolls acquire the natural magic resistance that stones absorb over the years. This gives Stone Trolls a natural resistance to enemy spells.

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.

GAME SUPPLEMENT

Orcs & Goblins Armies Book
(80 pages of Armies book)

ORC & GOBLIN BOXED SETS

- Orcs & Goblins Battalion
- Orc Boyz Regiment
(Boxed set of 16 models)
- Goblin Chariot
(Boxed set of 1 model and a colour banner)
- Goblin Doom Diver
(Boxed set 1 Doom Diver model and crew)
- Snotling Pump Wagon
(1 Snotling Pump Wagon and crew)
- Orc Boss on Wyvern
(Boxed set of 1 model)
- Goblin Rock Lobber
(Boxed set of 1 model)
- Goblin Wolf Riders
(Boxed set of 1 model)
- Orc Boar Chariot
(Boxed set of 1 model)
- Goblin Regiment
(Boxed set of 20 model)
- Night Goblin Regiment
(Boxed set of 20 model)
- Giant
(Boxed set of 1 model)

ORC & GOBLIN BLISTERS

- Orc Shaman
(1 per blister)
- Orc Boar Boyz
(1 per blister)
- Savage Orc Boyz
(3 per blister)
- Savage Orc Boyz Command
(1 per blister – Champion, Standard Bearer & Musician)

PRICE BANDS

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Savage Orc Shaman
(1 per blister)

Black Orcs
(2 per blister)

Black Orc Command
(2 per blister – Standard Bearer & Musician)

Savage Orc Boar Boyz
(1 per blister)

Savage Orc Boar Boyz
(1 per blister)

Orc Boar Boyz Command
(1 per blister)

River Troll
(1 per blister)

Stone Troll
(1 per blister)

Orc Warlord on Boar
(1 per blister)

Snotlings
(9 per blister)

Night Goblin Fanatics
(3 per blister)

Night Goblin Netters
(3 per blister)

Night Goblin Squig Herders
(4 per blister)

Night Goblin Squig Hoppers
(2 per blister)

Goblin Shaman
(2 per blister)

Goblin Spear Chukka
(1 spear chukka with crew)

Grimgor Ironhide
(1 per blister)

Wurrzag, Savage Orc Shaman
(1 per blister)

Price band table

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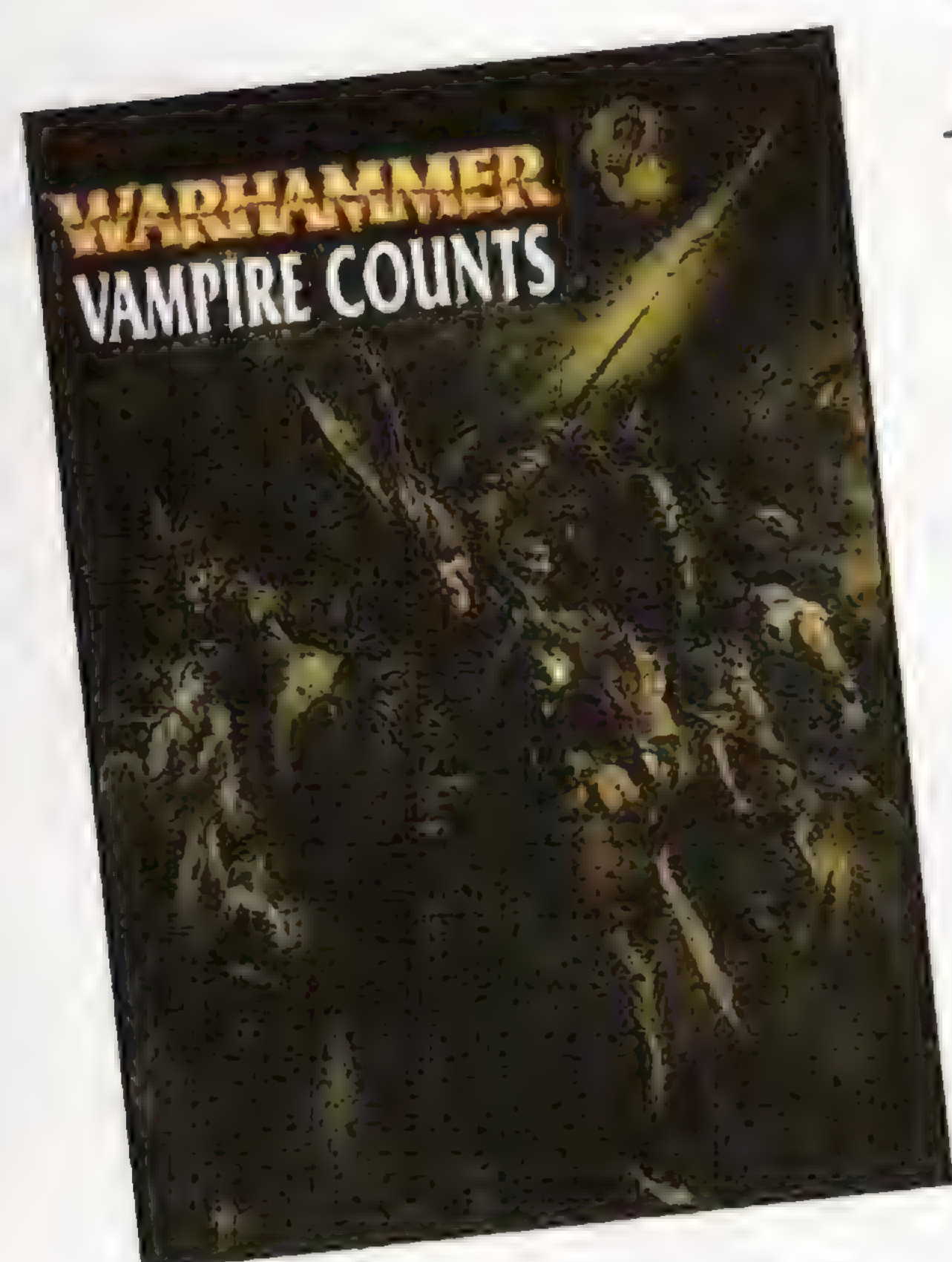




Vampire Counts

Long-dead warriors march again under tattered banners raised by skeletal hands. Evil magics radiate out, awaking corpses and binding ethereal creatures to fight once more for cruel masters bent on revenge, world conquest and immortality.

COLLECTING A VAMPIRE COUNTS ARMY



Warhammer Armies: Vampire Counts is the essential guide for putting together a Vampire Counts army. Inside you will find a complete army list with loads of troop types, special rules, background information, painting details and more.

Many evils inhabit the Warhammer world and none are more terrifying than the horrible Undead armies. Assembled by powerful **Vampire Lords**, the spectral legions of the Undead march with grim determination to face the forces of the living. They have but one goal – to make everyone as dead as they are.

There will never be a shortage of recruits for Undead armies. The Vampire Lord has a vast supply of warriors to choose from for there are many battlefields in the Warhammer world where the dead rest uneasily! Amongst his choices are such units as **Skeleton Warriors**, corpses that have been raised to fight again by evil **Necromancers**. Also answering the call to battle are **Grave Guard**, Wights that once were powerful fighters, were buried with their weapons and armour. Grave Guard are frequently supported by **Black Knights** – long-dead men who were once proud knights in life. Finally, there is the **Black Coach** which protects the remains of a dead Vampire while carrying it into battle. It is rumoured that the death of thousands will have the power to revive the fallen Vampire.

Even simple village graveyards are no refuge, for the recent dead are risen and formed into mindless **Zombie** hordes, while terrifying **Wraiths** and **Spirit Hosts** are called forth from the Ethereal plane to make men's hearts grow cold. From the woods are called packs of **Dire Wolves** to tear asunder those who were lucky enough to escape the bony clutches of the rest of Vampire Counts army. Still more Undead horrors await the call to rise again and wage an eternal war upon the living, all in an effort to turn the world into one Undead kingdom under the rule of the Vampire Counts!

LORDS & HEROES

Blood Dragon Vampires are the most powerful fighters of all the Vampire bloodlines. They excel in the tactical art of war and with the blade. Blood Dragon Vampire Counts have many bloodline attributes that they can choose from to further enhance their already potent abilities in close combat, making them rival the skills of even the great Champions of Khorne who wander the Chaos Wastes.



Blood Dragon Vampires



Zacharies Vampire
on Zombie Dragon



Blood Dragon Vampire
on Winged Nightmare



Necrarch Vampires with Familiar



Von Carstein Vampires

Mannfred Von Carstein
(Lord)

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.



Lahmia Vampires



Strigoi Vampires



Lahmia Vampires



Wight Lord Battle
Standard Bearer (Hero)



Wraiths (Heros)



Necromancers



CORE UNITS



Zombies



Ghoul

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.



Skeleton Warriors with Command Group



Dire Wolves



Bat Swarms

SPECIAL UNITS



Black Knights with Command Group



Spirit Host



Fell Bats



Grave Guard with Command Group

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.



Lahmia Vampires



Strigoi Vampires



Lahmia Vampires



Wight Lord Battle
Standard Bearer (Hero)



Wraiths (Heros)



Necromancers



CORE UNITS



Zombies



Ghouls

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Skeleton Warriors with Command Group



Dire Wolves



Bat Swarms

SPECIAL UNITS



Black Knights with Command Group



Spirit Host



Fell Bats



Grave Guard with Command Group

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RARE UNITS



Black Coach



Banshees

GAME SUPPLEMENT

Vampire Counts Army Book
(80 pages of Armies book)

VAMPIRE BOXED SETS

Skeleton Warriors Regiment
(Boxed set of 20 models with a movement tray)

Black Coach
(Boxed set of 1 model)

Zombie Regiment
(Boxed set of 20 models with a movement tray)

Blood Dragon Vampire on a Winged Nightmare
(Boxed set of 1 model)

Zacharias Vampire on Zombie Dragon
(Boxed set of 1 model)

VAMPIRE COUNTS BLISTERS

Necromancers
(2 per blister)

Black Knights
(1 per blister)

Black Knights Command
(1 per blister)

Spirit Host
(3 per blister)

Ghouls
(3 per blister)

Wraiths
(1 per blister)

PRICE BANDS

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Bat Swarms

(5 Bats per blister)

Blood Dragon Vampire

(2 per blister)

Necrarch Vampire

(2 per blister)

Lahmia Vampire

(2 per blister)

Von Carstein Vampire

(2 per blister)

Dire Wolves

(2 per blister)

Banshee

(1 per blister)

Grave Guard

(2 per blister)

Grave Guard command

(2 per blister)

Mannfred von Carstein

(1 per blister)

Strigoi Vampires

(1 per blister)

Wight Lord Battle Standard Bearer

(1 per blister)

Fell Bats

(1 per blister)

B

G

G

G

G

C

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D

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Skaven

Skittering and crawling under the surface of the Old World itself, the Skaven emerge in a seething horde of glittering red eyes and gnashing yellow teeth. Their goal is to dominate the entire Warhammer world in the name of their vile god and master, the Horned Rat!

COLLECTING A SKAVEN ARMY

Spawned in the dark recesses of the past by the mutating power of warpstone, Skaven are a hideous combination of man and rat. Fast, vicious and filled with a malign intelligence, a Skaven army fills the tabletop with hordes of vile ratmen and their mutated minions.

The bulk of the Skaven army is built upon the fur-covered backs of a living swarm of Skaven warriors. Skaven armies on the march are a terrifying sight, drowning the battlefield in a sea of verminous troops. Since Skaven fight more effectively and are less prone to flee in large groups, Skaven Warlords should make sure that they have at least one or two big units of **Skaven Clanrats** to make up the core of their army.

In addition, a Skaven General will have a choice of many bizarre and powerful special troops drawn from the most powerful Skaven Warlord clans. From the stealthy **Assassins** and **Gutter Runners** of **Clan Eshin**, to the warpstone mutated war-beasts of **Clan Moulder**, Skaven armies have troops to handle any situation. The arcane weapons of **Clan Skryre**, like the dreaded **Warpfire Thrower**, specialise in mass destruction, and the festering **Plague Monks** of **Clan Pestilens** are perfect for destroying enemy cavalry or even entire regiments!

Successful Skaven armies depend on a little luck, rat-like ingenuity and lots of troops. Over the next few pages players can see at least one full colour picture of every available Skaven regiment. So what are you waiting for? The Horned Rat doesn't appreciate lazy servants or, as the Skaven would say – "Die-die manthings, Skaven rule all!"

LORDS & HEROES



Skaven Warlord



Grey Seer



All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.

CORE UNITS



Skaven Clanrats

Inside the Skaven Clanrats Regiment boxed set are multi-part plastic models which can be constructed in an almost infinite number of ways. The Regiment can be armed with either hand weapons or spears. Inside you will also find a movement tray and the special parts needed to model a Commander, a Standard Bearer and a Musician.

SPECIAL UNITS



Gutter Runners



Skaven Plague Monks with Command Group



Warfire Throwers team



Poison Wind Globadiers

RARE UNITS

Plague Censer Bearers

Possessing an insane hatred of everything and a massive spiked flail bigger than a man's head, the Plague Censer Bearers of Clan Pestilens can chew through a regiment like a knife through butter. In addition, the burning piece of Warpstone in their Plague Censer shrouds them in a *Fog of Death* which can penetrate any armour or defence!





SKAVEN BOXED SETS

Skaven Clanrat Regiment
(Boxed set of 20 models with a movement tray)

SKAVEN BLISTERS

- Plague Monks
(3 per blister)
- Plague Monks Command
(3 per blister - Champion, Standard Bearer & Musician)
- Warpfire Thrower Team
(1 Warpfire Thrower Team per blister)

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| Plague Censer Bearers
(2 per blister) | C |
| Poisoned Wind Globadiers
(1 per blister) | A |
| Skaven Packmaster with Giant Rats
(1 Packmaster and 4 Giant Rats per blister) | C |
| Skaven Warlord
(1 per blister) | D |
| Grey Seer
(1 per blister) | D |

Price band table

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Realm of Chaos

To the north, past any dwellings of mortal man and beyond even the dangerous Troll Country, resides the Realm of Chaos. Here, where the swirling eddies of raw magic are strongest, mighty forces gather to sweep southwards into the land of Men.

COLLECTING A CHAOS ARMY

As their name implies, a Chaos force can take many different forms. In fact, there are three distinct armies to choose from: the feral **Beastmen**, heavily armoured **Chaos Warriors** and the fell **Daemons** from the Warp.

Known as the Children of Chaos, the Beastmen are wild and brutish creatures. **Beastmen** (known as Gors) are tough opponents, and the biggest and strongest of these troops form into a unit of **Bestigors**. **Ungors** are less powerful but more numerous than their larger brothers, and when used correctly they can swamp the enemy with their sheer numbers. Tuskgor pulled **Chariots**, towering **Minotaurs**, and vicious packs of **Chaos Hounds** fill support roles or act as shock troops for a Beastmen army.

The **Chaos Warrior** army is filled with men who have sold their souls for mortal powers. Protected by spiky steel armour, these highly skilled warriors can cleave a bloody path through any opposition. **Chaos Knights** are the hardest hitting heavy cavalry in the Warhammer world.

Last, but certainly not least, are the **Daemon** warbands who are each allied with one of the four main Chaos gods – *Khorne* the blood god, *Tzeentch* the Lord of Change and magic, *Nurgle* the master of plagues, and *Slaanesh*, the god of luxury and decadence. Each provides their followers with powers. For instance, Daemon followers of Khorne abhor magic and excel in hand-to-hand, while the followers of Tzeentch can cast spells, shapeshift, or shoot magical flames.

On the following pages you will find every troop type for the foul minions of the dark gods. Proceed if you dare.

LORDS & HEROES



Beastmen Shamans



Beastmen Lords



Beastlord Chariot

CORE UNITS



Ungor Skirmishers



Ungors with Spears with Command Group

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.



Beastmen with Command Group



Chaos Hounds

SPECIAL UNITS



Beastmen
Chariot



Bestigors with
Command Group

RARE UNITS



Minotaur Champion



Minotaurs



Dragon Ogres

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.

LORDS & HEROES



Lord of Change



Daemon Prince



Bloodthirster of Khorne



Great Unclean One



Daemon Prince



Keeper of Secrets

CORE UNITS



Plaguebearers with
Command Group



Bloodletters with
Command Group

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.



Pink Horrors are the servants of Tzeentch and are made of pure magic. They are also an insidious foe to meet on the battlefield for when you manage to kill one, they split into two Blue Horrors, doubling your trouble!



Horrors with Command Group



Daemonettes of Slaanesh with Command Group

SPECIAL UNITS



Fiends of Slaanesh



Flesh Hounds



Nurglings



Flamers of Tzeentch

RARE UNITS

Daemonettes on Steeds of Slaanesh



All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.

LORDS & HEROES



Chaos Sorcerers



Chaos Lords on Steeds

CORE UNITS



Chaos Hounds



Chaos Warriors Regiment with Command Group

SPECIAL UNITS



Chaos Chariot



Chaos Knights with Command Group

All miniatures are supplied unpainted. Banners are not included unless otherwise noted. Miniatures shown 75% of actual size.

BEASTMEN BOXED SETS

Chaos Beastman Chariot
(Boxed set of 1 model and a colour banner)

Chaos Beastlord Chariot
(Boxed set of 1 model)

BEASTMEN BLISTERS

Beastmen
(2 per blister)

Beastmen Command Group
(3 per blister – Champion, Standard Bearer & Horn Blower)

Beastmen Shaman
(1 per blister)

Ungor with Spears
(4 per blister)

Beastman Lord
(1 per blister)

Ungor Skirmishers
(4 per blister)

Chaos Minotaurs
(1 per blister)

Chaos Minotaur Lord
(1 per blister)

Bestigors
(2 per blister)

Bestigors Command Group
(3 per blister - Champion, Standard Bearer & Horn Blower)

Dragon Ogres
(1 per blister)

DAEMON BOXED SETS

Greater Daemon of Nurgle – Great Unclean One
(Boxed set of 1 model)

Greater Daemon of Slaanesh – Keeper of Secrets
(Boxed set of 1 model)

Greater Daemon of Khorne – Bloodthirster
(Boxed set of 1 model)

Greater Daemon of Tzeentch – Lord of Change
(Boxed set of 1 model)

DAEMON BLISTERS

Khorne Bloodletters
(2 per blister)

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Flesh Hound of Khorne
(1 per blister)

Khorne Bloodletters Command Group
(3 per blister – Standard Bearer, Horn Blower & Champion)

Fiend of Slaanesh
(2 per blister)

Daemonettes of Slaanesh
(2 per blister)

Daemonette on Steed of Slaanesh
(1 per blister)

Daemonette Command Group
(3 per blister)

Nurgle Plaguebearers
(2 per blister)

Nurglings
(9 per blister)

Nurgle Plaguebearers Command Group
(3 per blister – Standard Bearer, Musician & Champion)

Daemon Prince
(1 per blister)

Flamers of Tzeentch
(2 per blister)

Horrors of Tzeentch
(1 Pink Horror and 2 Blue Horrors per blister)

Horrors of Tzeentch Command Group
(3 per blister – Standard Bearer, Drummer & Champion)

CHAOS WARRIORS BOXED SETS

Chaos Chariot
(Boxed set of 1 model)

Chaos Warrior Regiment
(Boxed set of 12 models and a movement tray)

CHAOS WARRIORS BLISTERS

Chaos Lord on Steed
(1 per blister)

Chaos Knight
(1 per blister)

Chaos Knight Command Group
(1 per blister)

Chaos Sorcerer
(1 per blister)

Chaos Hounds
(2 per blister)

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*"The world is divided into those who have read *The Hobbit* and *The Lord of the Rings* and those who are going to read them."*

The Sunday Times

The above quote perfectly sums up the impact the Lord of the Rings has had on the world. One of the best selling book of all time, the trilogy has captivated all who have read it.

December 2001 sees the first Lord of the Rings film hit the silver screen and, in conjunction with New Line Cinema, Games Workshop is proud to be releasing the first of its battle games for these awesome films.

Our new Lord of the Rings battle game is a tabletop strategy game that lets you relive the battles and adventures of the film. The model design has been carried out by a sculpting team consisting of

Right: The Elves meet the charge of the Mordor Orcs and Moria Goblins.

THE LORD OF THE RINGS

Battle games in the world of Middle-earth



Brian Nelson, Gary Morley, Alan Perry and Michael Perry. These world renowned designers have pulled out all the stops on these miniatures and each model accurately reproduces the appearance of the characters in the film. Even the tiniest models of Frodo and Sam bear a remarkable likeness to their screen counterparts.

Our plan for the Lord of the Rings project is to produce three editions of the game to coincide with the release of the three films in 2001, 2002 and 2003. Each game will build upon the last by adding even more models and gaming rules, to expand the scope of the battlefield action as it unfolds from film to film.

Left: Ringwraiths mass for the attack.



Our Lord of the Rings range consists of the boxed game itself, containing plastic miniatures featuring High Elves, Men of Gondor and the evil Moria Goblins.

Further boxed sets include the Fellowship of the Ring, Warriors of Middle-earth, Ambush at Amon Hen, Escape from Orthanc, and the Bridge at Khazad Dum.

The boxed range is fully supported by a comprehensive blister range including more troops such as Uruk-Hai and Mordor Ores, and characters like the Ringwraiths, Isildur and Elrond.

If you want to know more, pop in to your local Games Workshop store and ask one of our helpful staff for details, or check out Games Workshops website:

www.games-workshop.com/lotr



Gandalf



Boromir



Frodo



Ringwraith



Mordor Orc

Some boxed sets will contain allied characters, like the Fellowship of the Ring. Others will have all the miniatures you need to re-enact a particular battle from the movie, such as the Ambush at Amon Hen, and Bridge of Khazad Dum. Models shown above at 100%.



Above: The Ringwraiths lead Moria Goblins against warriors of the Free People.

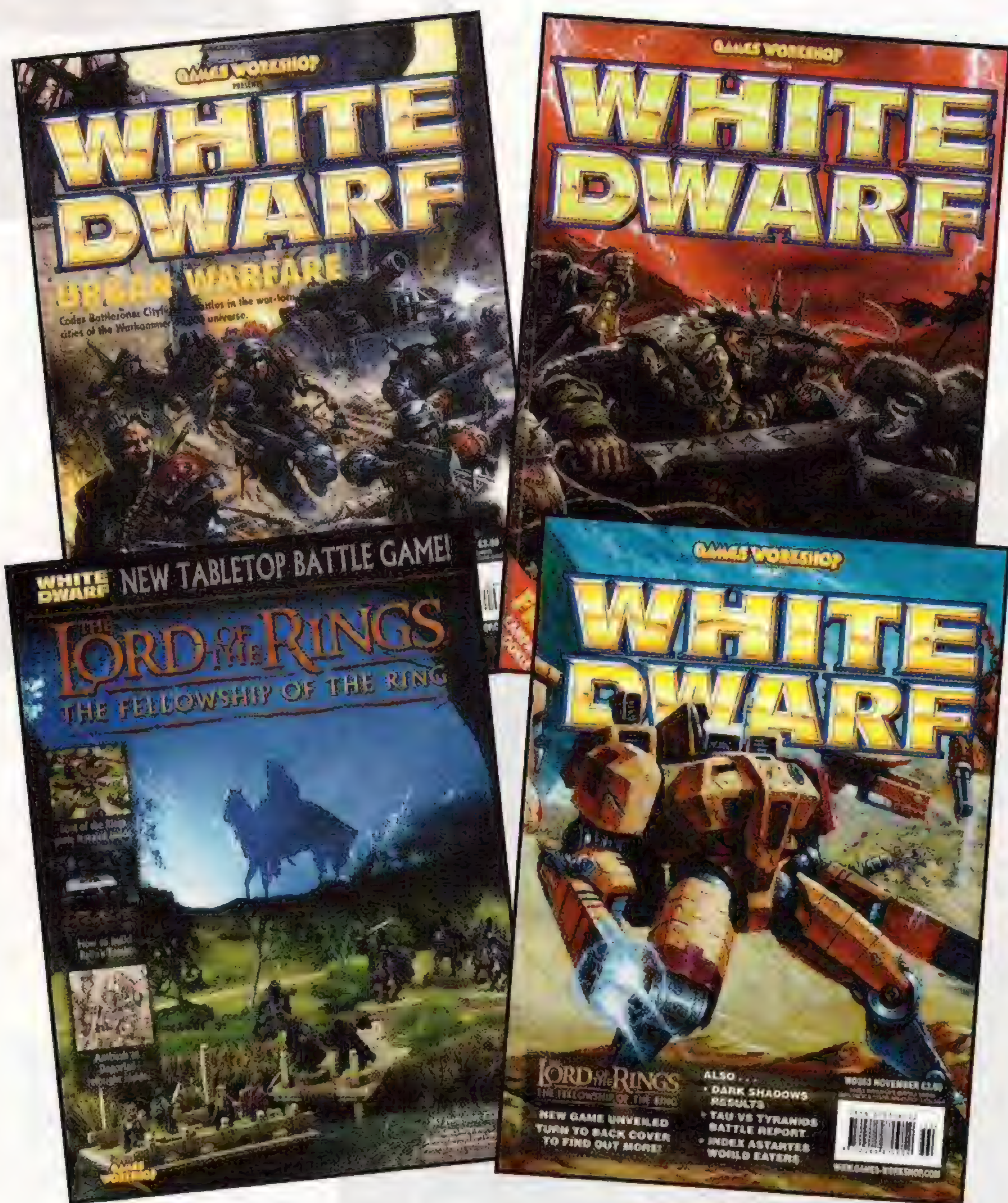


Above: The Ringwraiths pursue the Hobbits.

"A wizard is never late, Frodo Baggins, nor is he early. He arrives precisely when he means to."

Gandalf to Frodo

WHITE DWARF



Games Workshops monthly hobby magazine White Dwarf is a great place to look if you want more information about the wargaming worlds of Warhammer, Warhammer 40,000 and The Lord of the Rings.

The magazine keeps you up to date with the latest in the hobby and you can buy White Dwarf from any Games Workshop store or independent hobby stockist, plus most major newsagents including selected WH Smith outlets.

To be absolutely sure that you don't miss an issue, Games Workshop Mail Order also provides a subscription service. They send your copy direct to your door each month, as well as saving on the cover price, subscribers also gain access to exclusive offers.

White Dwarf magazine has stood at the core of the hobby for over 20 years. Its pages have seen the emergence and evolution of Warhammer Fantasy, Warhammer 40,000 and all the specialist games, providing the latest information, rules, background and hobby news every month.

White Dwarf contains features on both Warhammer and Warhammer 40,000, and now includes a section every month on Games Workshops 'The Lord of the Rings: Fellowship of the Ring' game.

In addition it includes painting and hobby articles, showing basic painting techniques through to advanced terrain making and conversion projects. It also reports on the hobby in action, from local games clubs to reports from the Grand Tournaments and Games Day, including detailed pictures of the Golden Demon winning entries.

White Dwarf features the very latest releases every month, but the best read section of every magazine is the Battle Report. This detailed account of a hard fought battle is fought out by the designers of the games themselves, and reported step by step so that you can follow the ebb and flow of the conflict itself.



The Black Library

The Black Library is Games Workshop's publishing arm, specialising in amazing fantasy and science fiction set in the grim worlds of Warhammer and Warhammer 40,000. From comic books to novels, calendars to art books, the Black Library's products are created by some of the industry's leading writers and artists.



Novels

A huge range of pulse-pounding novels set in the Warhammer and Warhammer 40,000 universes! From the deadly intrigue of Inquisitor Eisenhorn to savage combat with the dwarf Slayer Gotrek and young Space Wolf Ragnar; from perilous adventure in the fantasy world with the vampire Genevieve and the stalwart Konrad, to explosive action in the 41st millennium with Commissar Gaunt and his regiment of 'Ghosts', these novels plunge you head first into the action-packed worlds of Warhammer! All novels £5.99

Look out for these great titles...

(Warhammer 40,000) Gaunt's Ghosts: Honour Guard • Last Chancers: Kill Team • Deathwing • Eisenhorn: Malleus • Nightbringer • Space Wolf: Grey Hunter • (Warhammer) Gotrek & Felix: Vampireslayer • Drachenfels • Zavant • Konrad • Genevieve Undead • Konrad: Shadowbreed. Our full range of novels is available from Games stores, the Black Library website and all good bookshops.

Warhammer Monthly Inferno! and Graphic Novels

The best in comic strips and short fiction, brought to you from the fabled halls of the Black Library. From high fantasy within the Old World, tooth-and-nail gangfights in the Underhive of Necromunda, heroic Space Marine action to the illuminated chronicles of epic battles. Your favourite strips from the pages of Warhammer Monthly and Inferno! are collected together in our range of graphic novels.

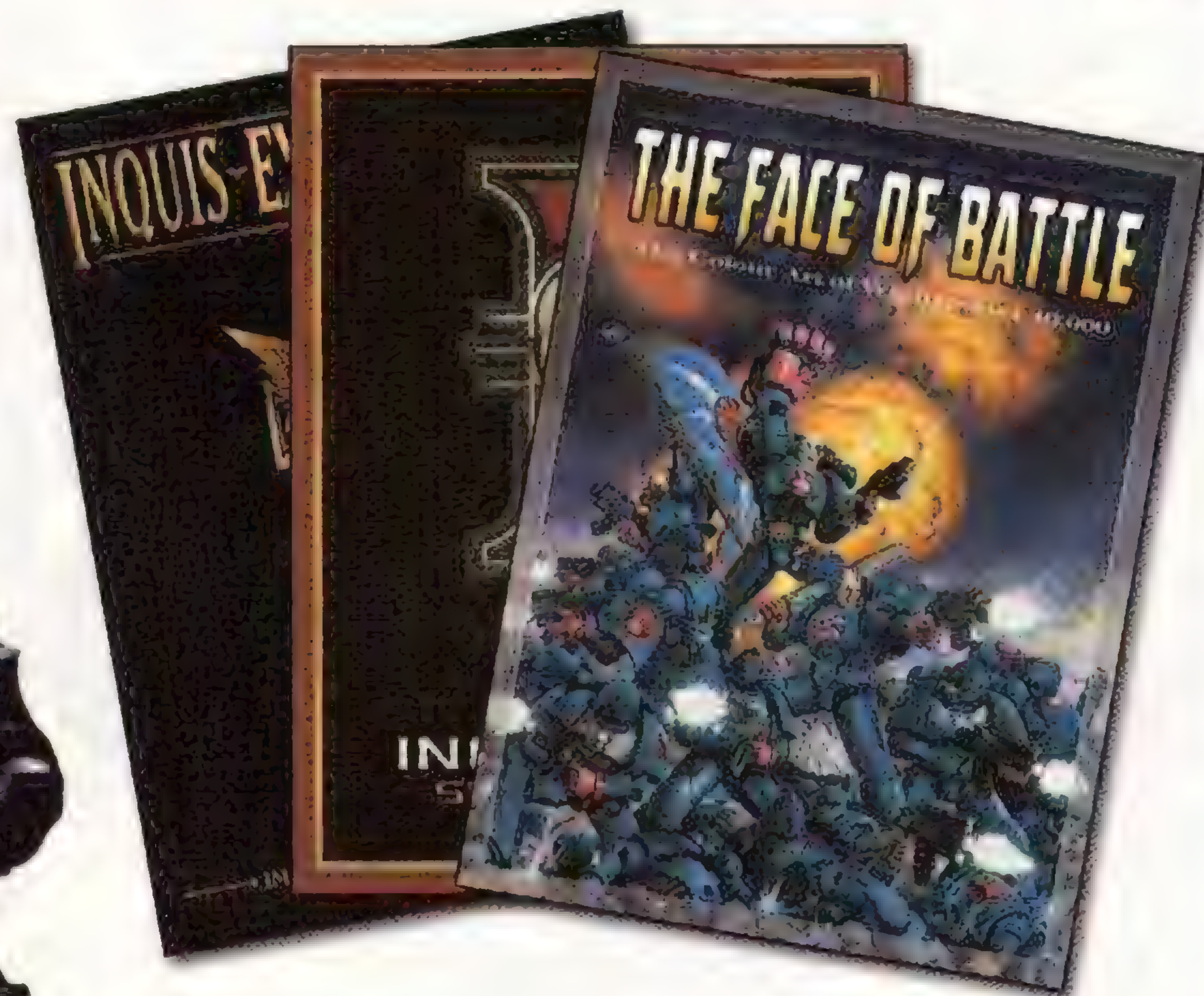
Inferno!: £5 • Warhammer Monthly: £2.20
Graphic novels: from £4.99 to £7.50



Art books

Concept sketches, designs and finished works from some of the most influential artists and figure designers of the Warhammer worlds. All bound in lavish, oversized editions an essential purchase for anybody with an interest in the Games Workshop hobby or fantasy & SF art in general.

The Face of Battle: £15
The Inquisitor Sketchbook: £15
Inquis Exterminatus: £20
The Gothic and the Eldritch: £15



Games Workshop Calendar 2002

With some of the finest full-colour artwork from the most talented Games Workshop artists, the Black Library's 2002 Calendar provides a packed collection of the latest imagery of the dark and gothic world of Warhammer 40,000.

Calendar 2002: £10



For more details on these products and more check our website at: www.blacklibrary.co.uk



Forge World

www.forgeworld.co.uk



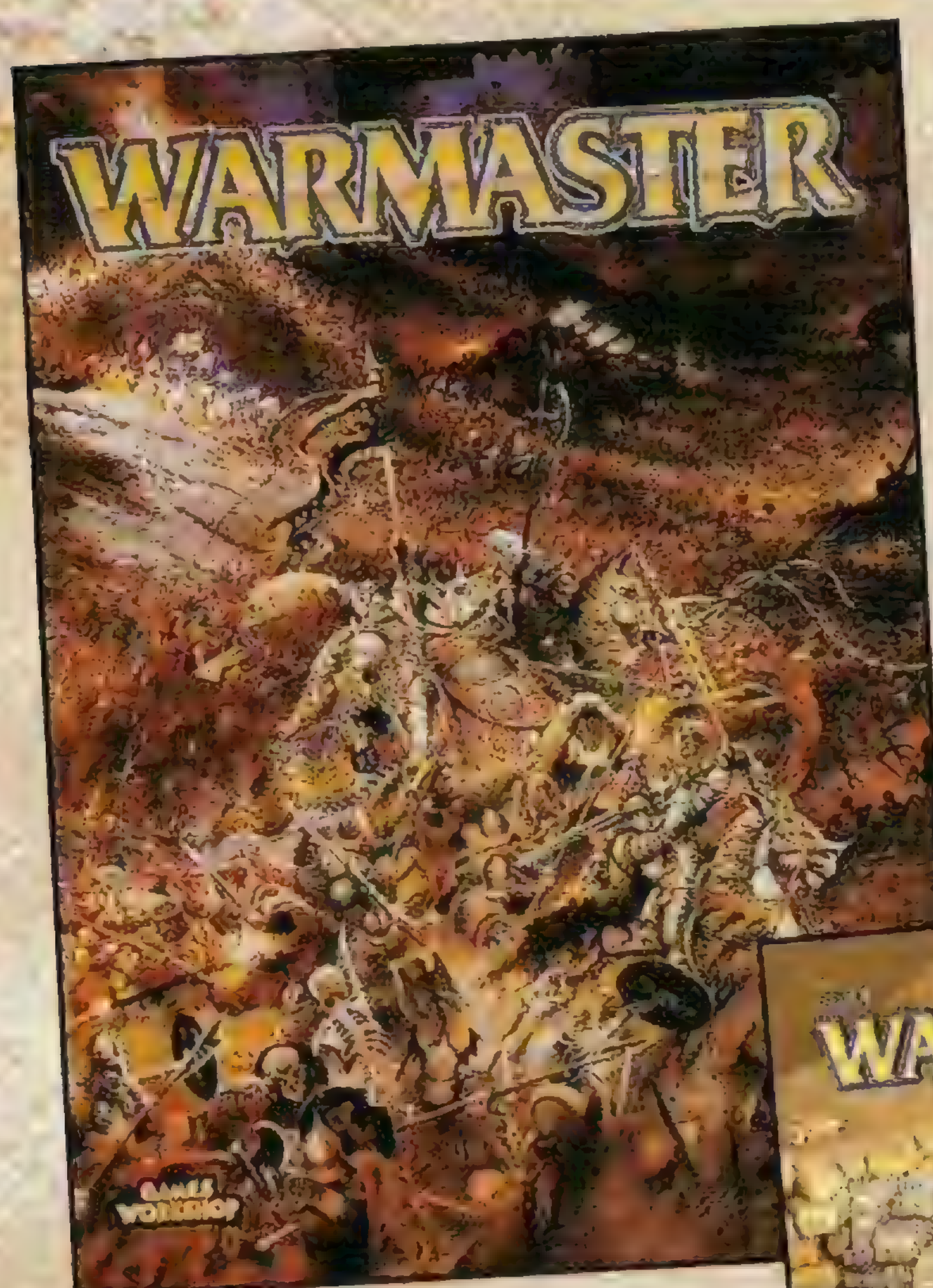
**HIGHLY DETAILED RESIN MODELS FROM THE WORLDS
OF WARHAMMER AND WARHAMMER 40,000.**

TO FIND OUT MORE ABOUT OUR EXCITING RANGE OF LARGE SCALE-FIGURES, WARHAMMER 40,000
VEHICLES KITS AND GAMING TERRAIN VISIT OUR WEBSITE: WWW.FORGEWORLD.CO.UK OR
TELEPHONE ON: 0115 916 8177 OR SEND A S.A.E TO FORGE WORLD, GAMES WORKSHOP,
WILLOW RD, LENTON, NOTTINGHAM, NG7 2WS

WARMASTER

Multitudes march to war... Through the smoke and ruin of destruction they advance, an unstoppable army whose ranks spill into the broad plain as effortlessly as the flood tide. You look upon them with the unshakeable pride of the indomitable Warmaster'

Warmaster is a tabletop wargame where players control huge armies of infantry, cavalry, artillery and massive monsters culminating in the ultimate big battle. This game is decided as much by a general's ability to command as his troops' prowess in combat. In Warmaster manoeuvre and counter-manoeuve are more important than mere brute strength. Players get to execute bold battlefield strategies as imaginative as they are ambitious and can become embroiled in vast campaigns the outcome of which will determine the fate of the entire Warhammer world.



Warmaster Rulebook

All of the rules needed to play Warmaster can be found in the Warmaster rulebook. It includes information for creating and collecting an army, combat rules, scenarios to play, and details of how to run a Warmaster campaign.

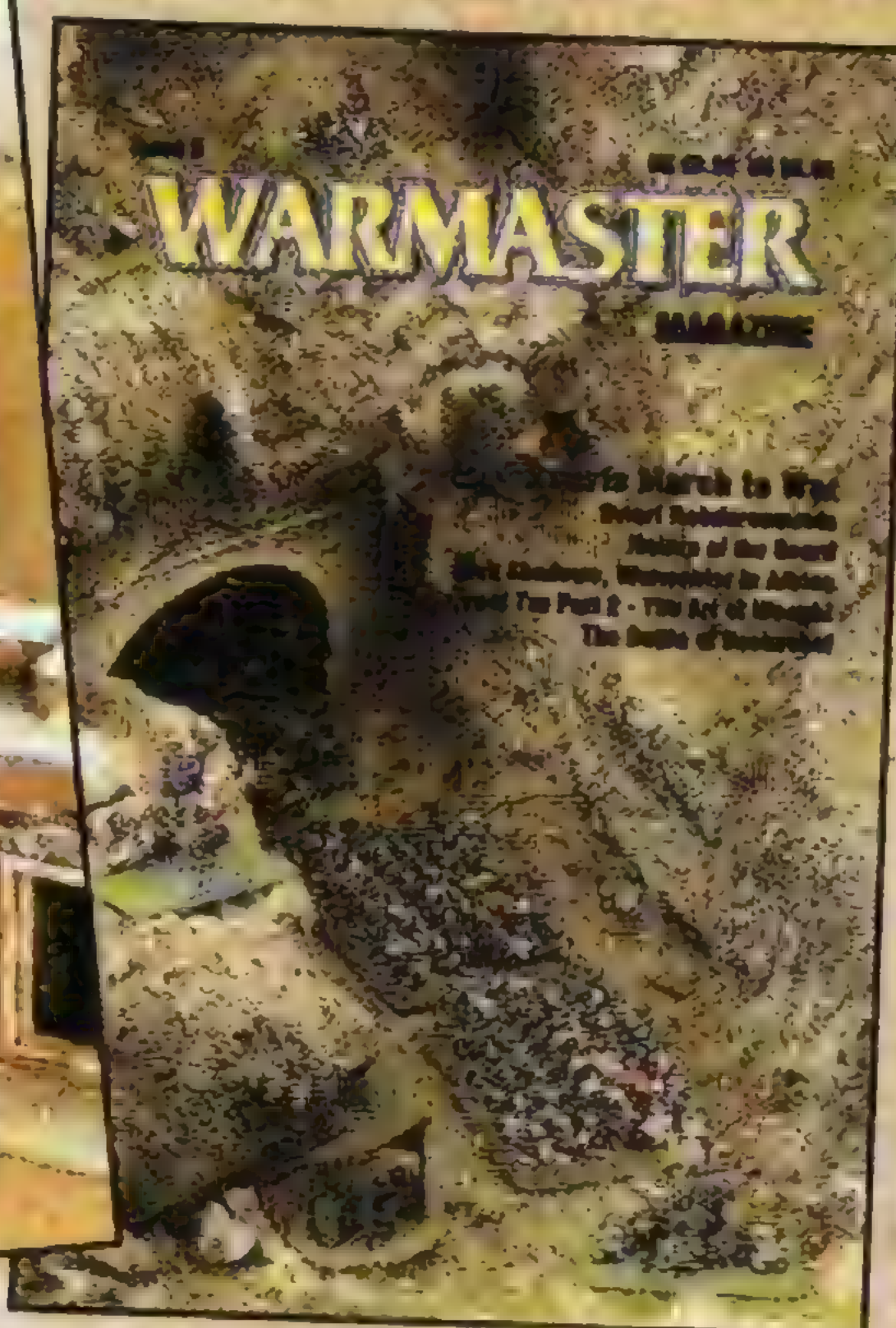
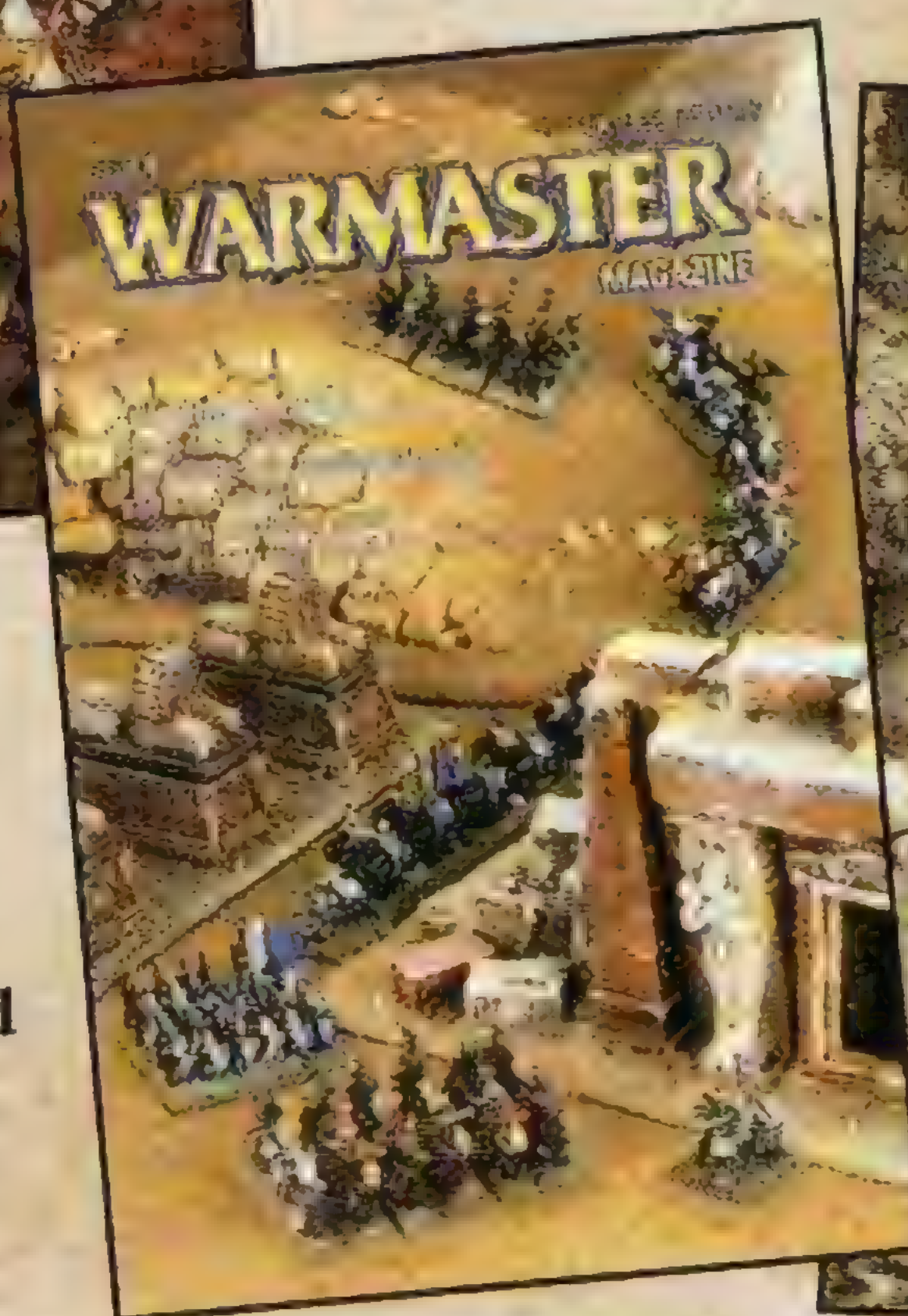


Warmaster Armies

Games Workshop Mail Order carries an extensive range of Warmaster miniatures. The range includes models for all of the armies featured in the Warmaster rulebook, and more besides! We are regularly adding new models to the current range of Warmaster miniatures. From reinforcements to existing armies to brand new armies, you can expand upon your Warmaster collection.

Magazines

Games Workshop publishes a bimonthly Warmaster magazine filled with great articles, trial rules, new armies and news about the game.



INQUISITOR

The battle for the Emperor's soul

Welcome to the dark world of Inquisitor. This is a narrative wargame that allows you to play the part of a bold hero or cruel villain in the horrifying universe of the 41st millennium, battling in the dark and forgotten shadows of the galaxy.

In Inquisitor each player controls one or more characters, who are represented by large scale miniatures that move and fight over a tabletop battlefield. The rules allow you to recreate the bitter struggles fought all across the galaxy in the dark future of Warhammer 40,000.

INQUISITOR RULEBOOK

All of the rules needed to play Inquisitor can be found in the Inquisitor rulebook. It includes information for creating a characters, combat rules, a comprehensive armoury and ready to play scenario, and extensive guidance for gamesmasters and players.



MAGAZINES AND NOVELS

Exterminatus magazine is released quarterly and contains new rules and articles for the game. You can follow the adventures of Inquisitor Defay in the Warhammer monthly comic and read about Inquisitor Eisenhorn in the first book of the Eisenhorn trilogy.



INQUISITOR MINIATURES

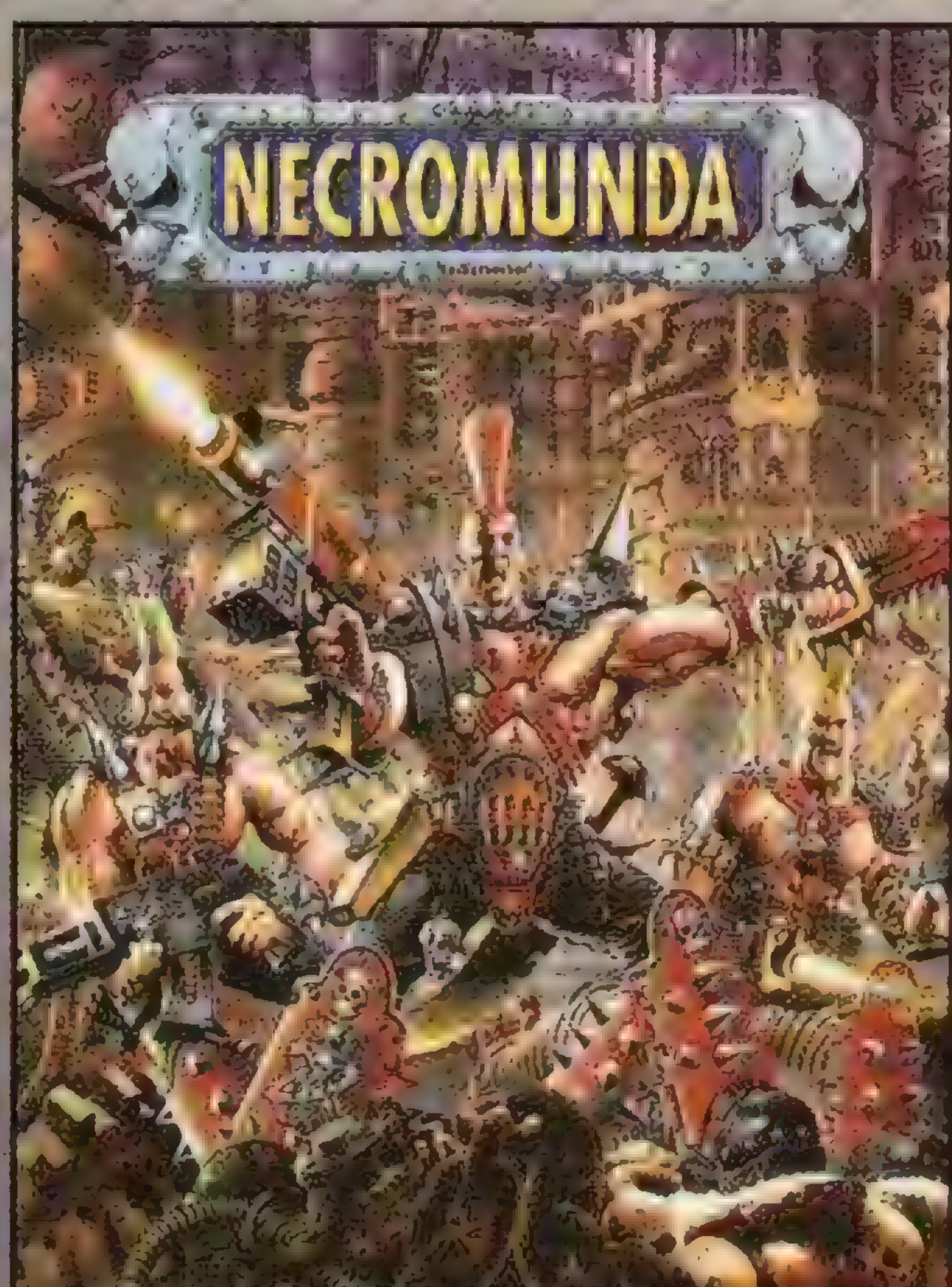
Games Workshop Mail Order carries an extensive range of Inquisitor miniatures. The range includes models for all of the characters featured in the Inquisitor rulebook, and more besides! We are regularly adding new models to the current range of Inquisitor miniatures. From new Imperial agents and Aliens to terrain pieces, you can expand upon your existing Inquisitor collection.



NECROMUNDA

Necromunda is a tabletop skirmish game where players control fierce gangs of warriors battling each other for supremacy in the dangerous underworld of the hives of Necromunda.

The Necromunda game allows you to fight conflicts between rival Underhive gangs on the tabletop. The opposing gangs are represented by about a dozen models, each representing an individual gang fighter. The aim of the game is to outfight your opponent. Every time you play Necromunda, your gang members gain in skill and experience, and you will gain money with which to buy new equipment or hire new members. Over a series of games you will see your gang grow from a bunch of young hopefuls to hardened fighters feared throughout the Underhive.



MAGAZINES AND NOVELS

Games Workshop publishes a bimonthly Necromunda magazine filled with great articles and news about the game. Stories set on Necromunda feature regularly in Warhammer Monthly, Inferno and in the Black Library range of novels.

NECROMUNDA RULEBOOK

All of the rules needed to play Necromunda can be found in the Necromunda rulebook. It includes information for creating a gang, combat rules, a list of all the weapons and equipment you can use, scenarios to play, and details of how to run a Necromunda campaign.



NECROMUNDA MINIATURES

Games Workshop Mail Order carries an extensive range of Necromunda miniatures. The range includes models for all of the gangs featured in the Necromunda rulebook, and more besides! We are regularly adding new models to the current range of Necromunda miniatures. From new Gangs and Hired Guns to terrain pieces, you can expand upon your existing Necromunda collection.

Visit Necromunda online at
www.necromunda.com

MORDHEIM

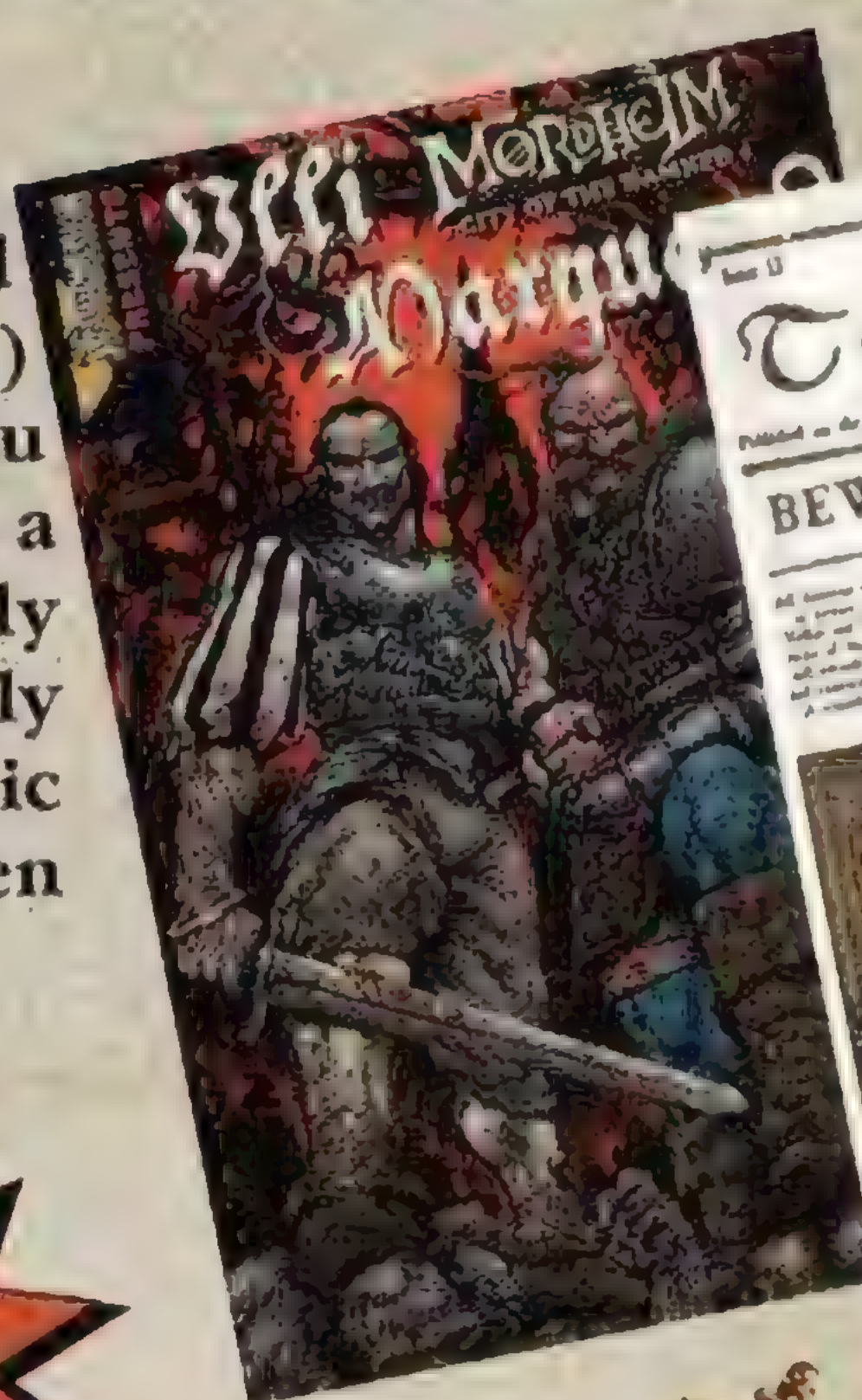
Mordheim, city of the damned, a terrible place of nightmarish ruins, where death awaits in every shadow. Here hard-bitten warriors stalk through the crumbling palaces and twisting streets, fighting and dying for the promise of riches and fame.

Mordheim is a dark, atmospheric game set in the troubled history of the Warhammer World. As a player you control a warband of warriors who are out to earn fame and fortune amongst the devastated ruins of Mordheim, the city of the damned. Mordheim is a skirmish game, the rules being similar to Warhammer but adding a complexity not possible when controlling armies of figures. Detailed campaign rules allow players to link together a series of games and let the warriors in the warband develop new skills.



The Game

The Mordheim boxed set (shown above) contains everything you need to play, including a 174 page lavishly illustrated book, highly detailed card and plastic city ruins, 10 Skaven and 8 Mercenaries.



Mordheim Publications

Town Cryer magazine is released every two months and contains new rules and articles for the game. It is a vital purchase for any serious Mordheim player. Stories set on Mordheim feature regularly in Warhammer Monthly, Inferno and in the Black Library range of novels including the tales of those two traitorous dogs Ulli and Marquand.

Read about the new Lustria Campaign setting on our website



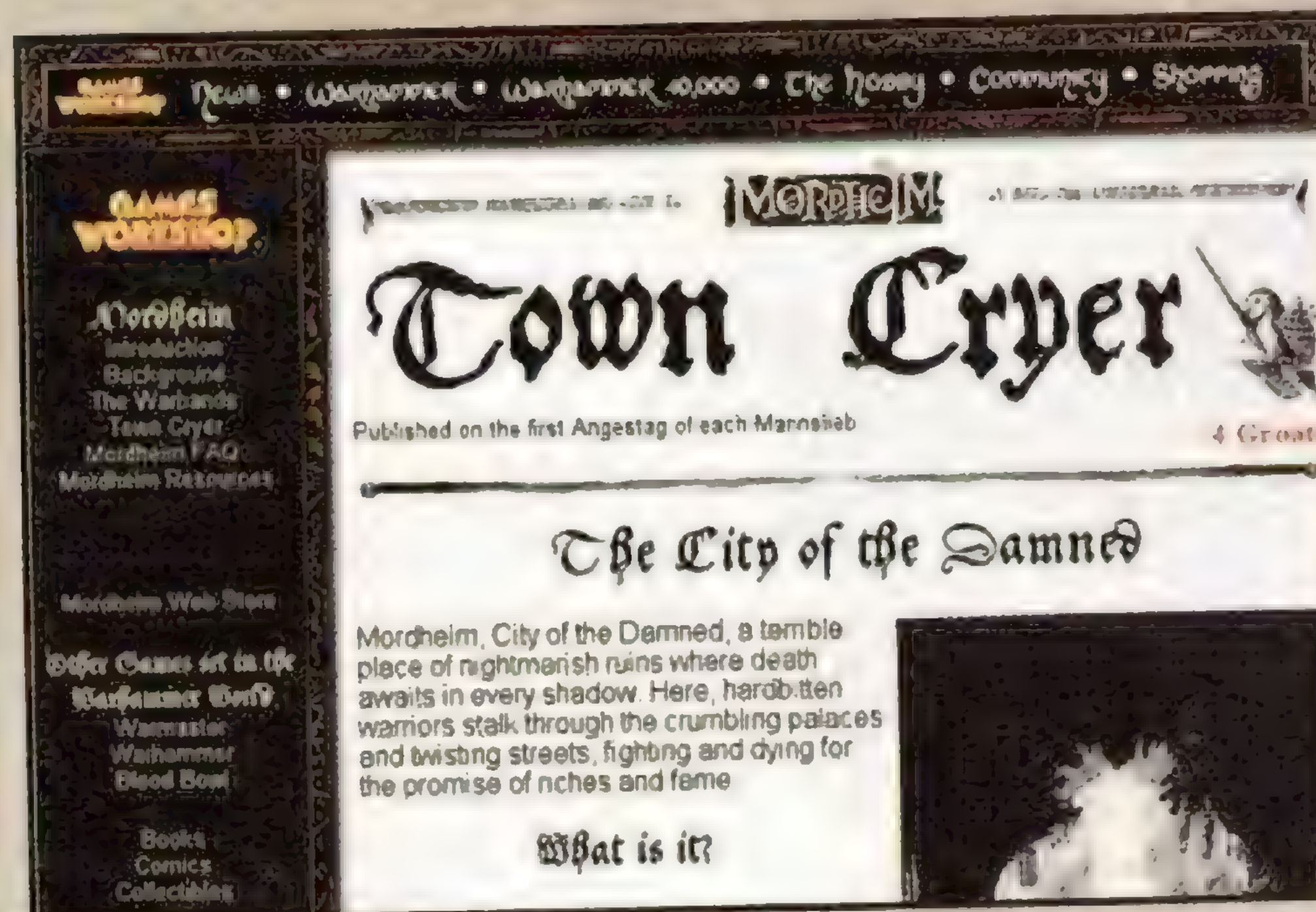
Mordheim Miniatures

Mail Order stock a wide range of Mordheim models, from Mercenary Captains to the daemon Possessed. The range is constantly growing as we bring out new models like the Amazons shown above for our Lustria setting.

Coming Soon: Virtual Mordheim

Coming soon at www.mordheim.com:

- Check the rumours page to find out what's happening in the districts
- Visit the chat room and talk to fellow mercenaries
- Leave reports of your daring exploits in the damned city and read what others have been up to.



BATTLEFLEET GOTHIC

There is no peace amongst the stars. The Gothic War: a grim time when the Imperium of Mankind battles for survival in a hostile galaxy, plagued by Ork pirates, Eldar corsairs and the most dangerous foe of all... Chaos.

Battlefleet Gothic allows you to command fleets of warships in deadly conflict in the voids of space. The game system is geared towards out-thinking and out-manoeuve your opponent rather than simply moving forward into combat. However when it is time to fire the game rewards concentrated fire and deals with damage in a fast and elegant manner. Detailed background and fleet lists are included for the four main space-faring races.



The Battlefleet Gothic boxed set contains everything you need to get started including, Battlefleet Gothic rule book with campaign rules, four Imperial Cruisers, four Chaos Cruisers, 12 assorted dice, fleet registry pad, reference sheets, and over 100 game counters.

**New Threat Alert!!!
Necron Raiders**



Battlefleet Gothic Magazine is the essential BFG player's companion and includes new rules, fleets lists and scenarios. Also out is a brand new Gothic novel by Gordon Rennie published by the Black Library.

The Battlefleet Gothic range of models is available from Mail Order. New models and fleets are being added all the time like the Necron Reaper fleets and the Vengeance class Grand Cruiser.

WARHAMMER

EPIC 40,000

In a galaxy torn apart by endless war, huge armies of tanks and mighty war engines unleash untold destruction across the ravaged battlefields of the 41st millennium. Only the fiercest and most cunning general will lead their army to victory!

Epic 40,000 is a game of conflict on a massive scale. It is designed to put you in the role of an army commander, deciding how best to use the troops under your command to outwit and destroy the enemy. In Epic you command 6-12 units called 'detachments' each of which is the same size as a whole Warhammer 40,000 army. The game is designed to be very fast-playing, so you will need to be able to make decisions quickly, and react to sudden changes in fortune rapidly and decisively. The Epic 40,000 rules emphasise the importance of using firepower to soften up the enemy for a decisive assault. Because of this you must plan your attacks very carefully; a well-timed attack will break the enemy line, but a mistimed one can lead to a fatal reverse!

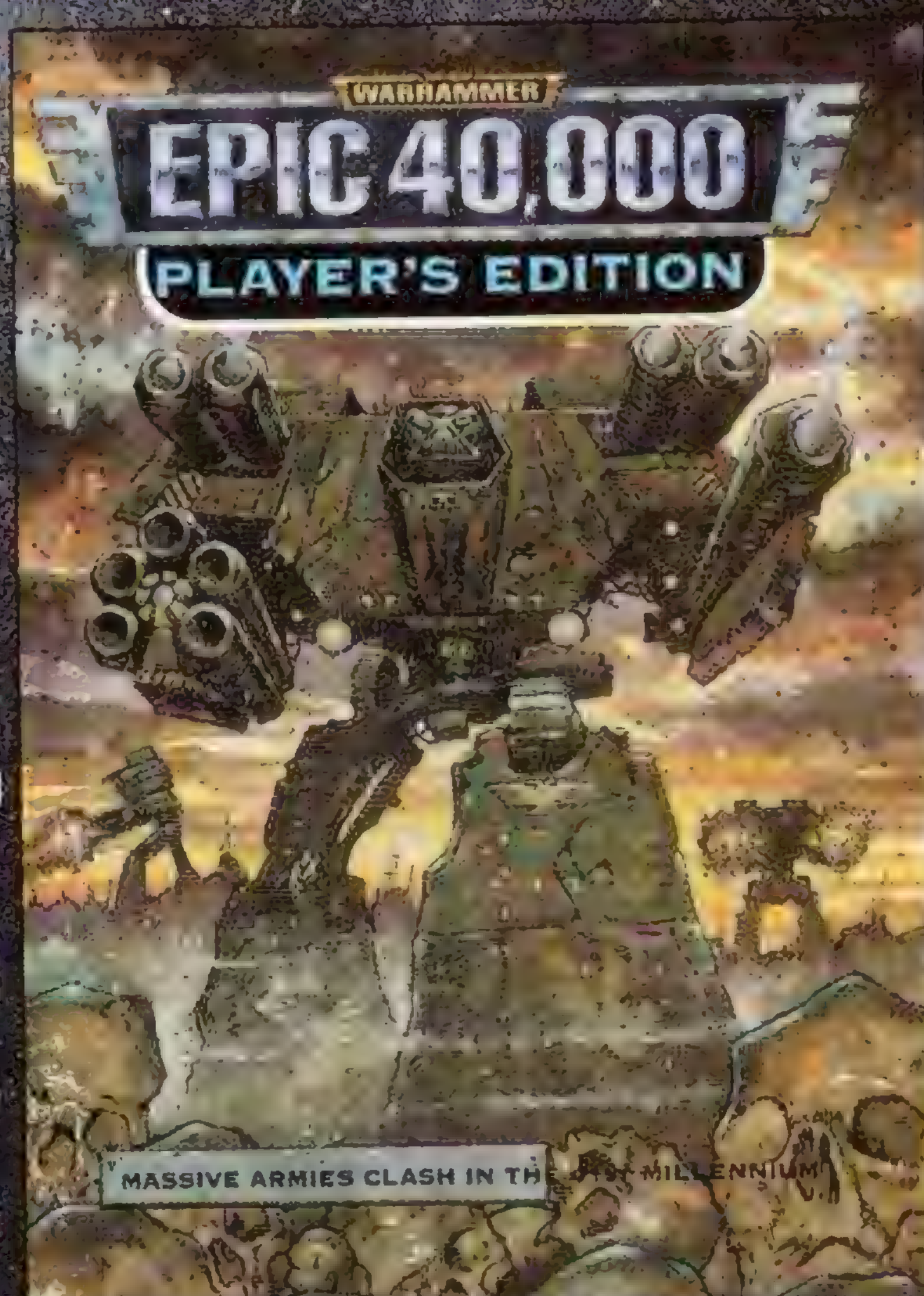


We publish a bi-monthly Epic magazine filled with great articles and news about the game. Look out for the exploits of the Titan Imperious Dictato and it's crew in the pages of Warhammer Monthly and in Graphic Novels.



The Player's Edition of Epic 40,000 includes all of the rules and counters you need to play Epic 40,000, and guides you through collecting and painting your own Epic scale army of Citadel Miniatures.

Games Workshop Mail Order carries an extensive range of Epic scale miniatures, including Titans, vehicles, aircraft and infantry. The Mail Order range is complemented by a growing selection of resin models produced by the talented Forge World design team. See the Forge World page for details of how to order.



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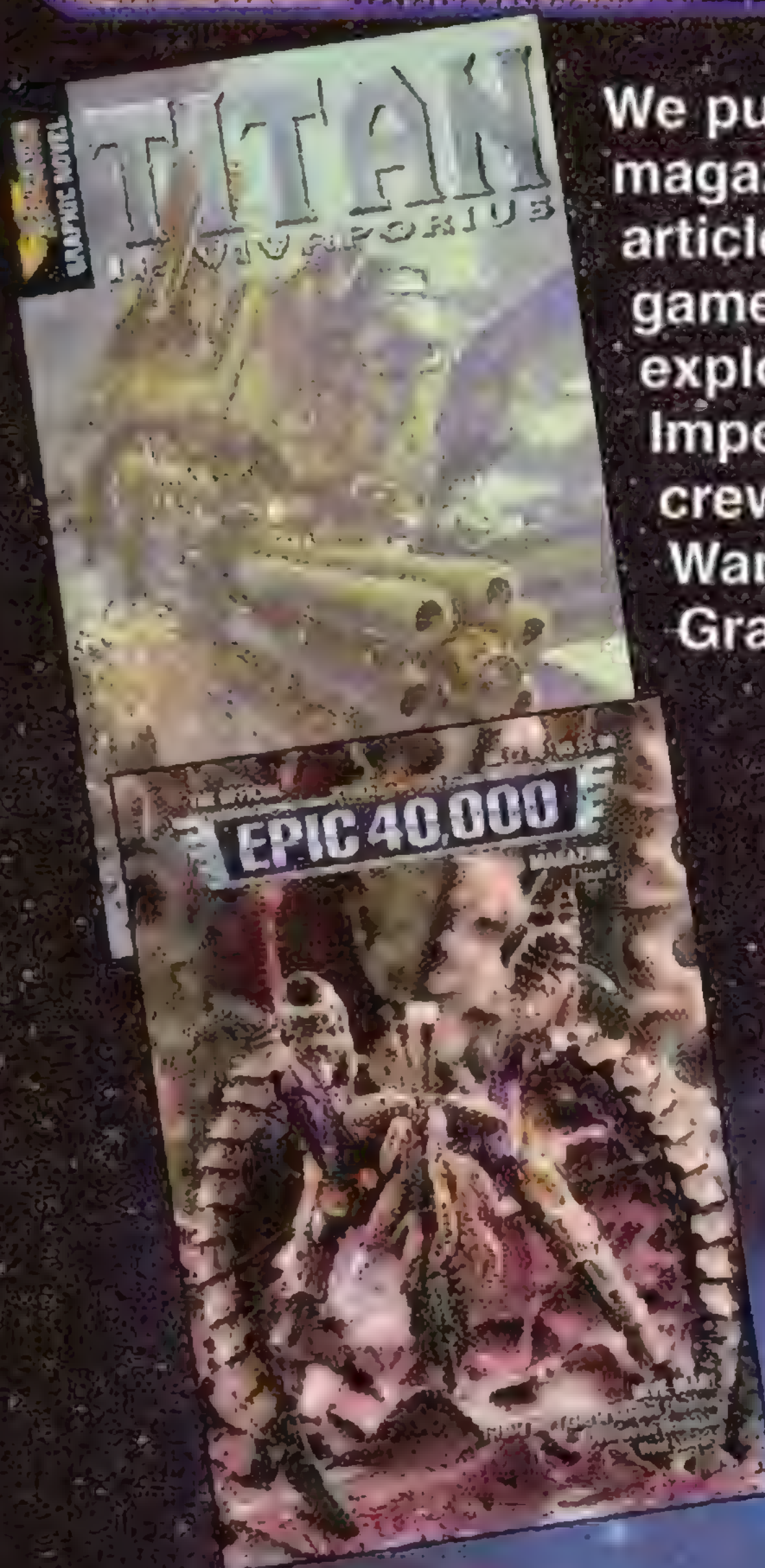
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VISIT THE EPIC
WEBSITE FOR
FREE ADEPTUS
TITANICUS
RULES!!



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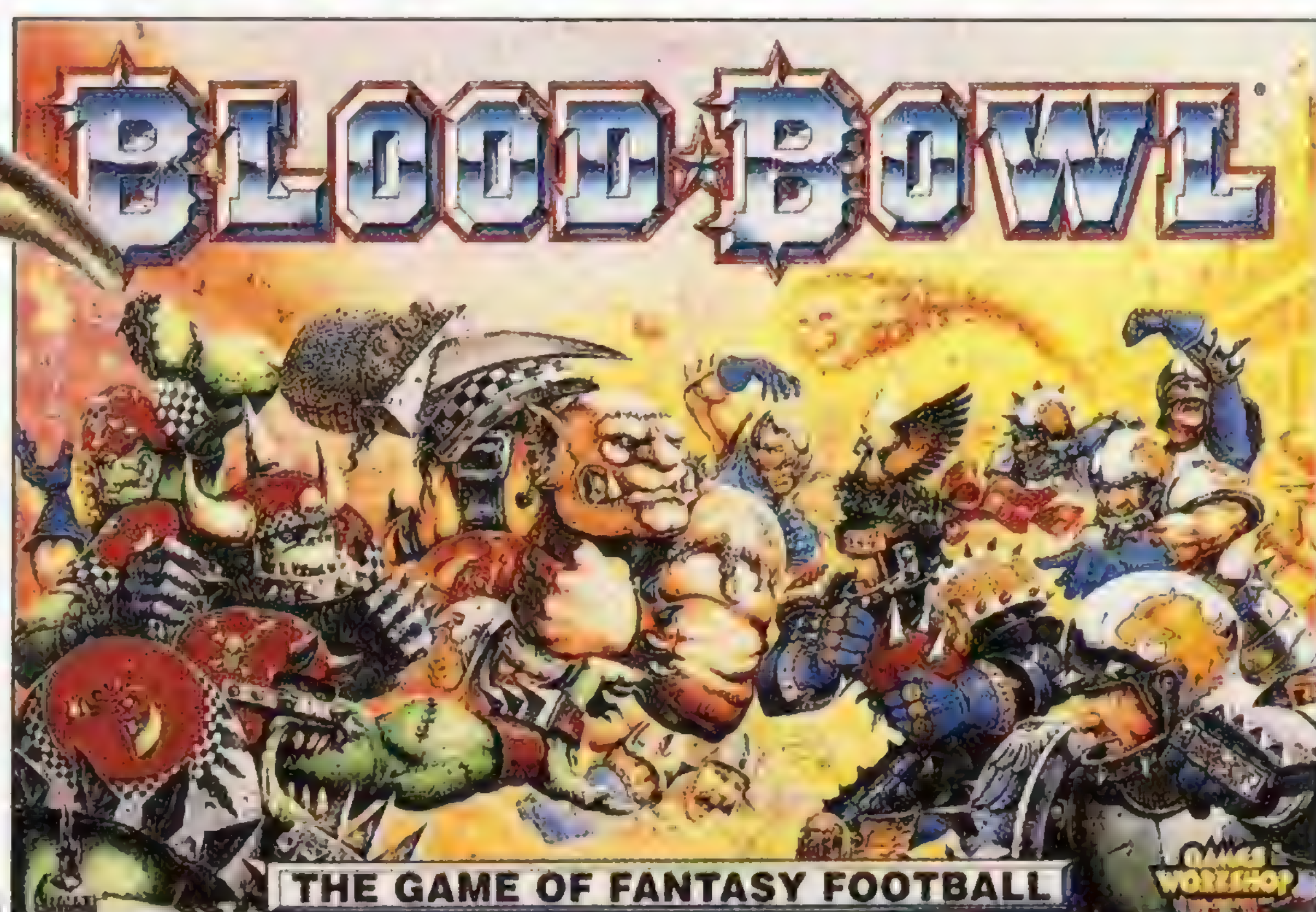
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BLOOD BOWL

"Good evening sports fans and welcome to the Blood Bowl for tonight's contest. You join a capacity crowd, packed with members from every race from across the Known World, all howling like banshees in anticipation of tonight's game. Can you give a quick recap, Jim, for all those who have just joined us"

"Certainly can Bob! Blood Bowl is a violent 'game' between two teams of heavily-armoured and quite insane warriors. Players pass, throw or run with the ball attempting to get it to the other end of the field. Of course the other team must try and stop them, and recover the ball for their side. If a team gets the ball into the opponents End Zone it's called a touch down; the team that scores the most touchdowns by the end of the match wins the game and are declared Blood Bowl Champions!"



Mail Order has the whole Blood Bowl range in stock, including classic models as well as brand new teams like the Lizardmen. Don't forget the all important cheerleaders and refs.

The Blood Bowl boxed game contains everything you need to play Blood Bowl. This includes two highly detailed plastic teams (Orcs and Humans) full colour game board and dugouts, game counters and dice. Death Zone expands upon the core rules and allows you to field your teams in leagues, use Special Plays and cast magic.

Visit www.bloodbowl.com for the best game support on the web!



Blood Bowl Magazine is a small slice of BB action cunningly hidden inside the Citadel Journal every issue. If you prefer a more meaty bite of Blood Bowl we publish the BB annual once a year which contains all the articles from the Citadel Journal and more besides.

HOBBY SUPPORT

Over the next few pages you'll find plenty to help you out get your army started and begin creating a battlefield to fight over. If you are new to wargaming, collecting and painting an army like the ones in this book can seem like a very daunting task. However, putting together a great looking army isn't difficult, it just requires a little patience. In this section we'll give you some hints & tips on how to assemble, paint and base your miniatures. Your local Games Workshop store is also a great source of hobby advice.

HOBBY SUPPORT ON-LINE

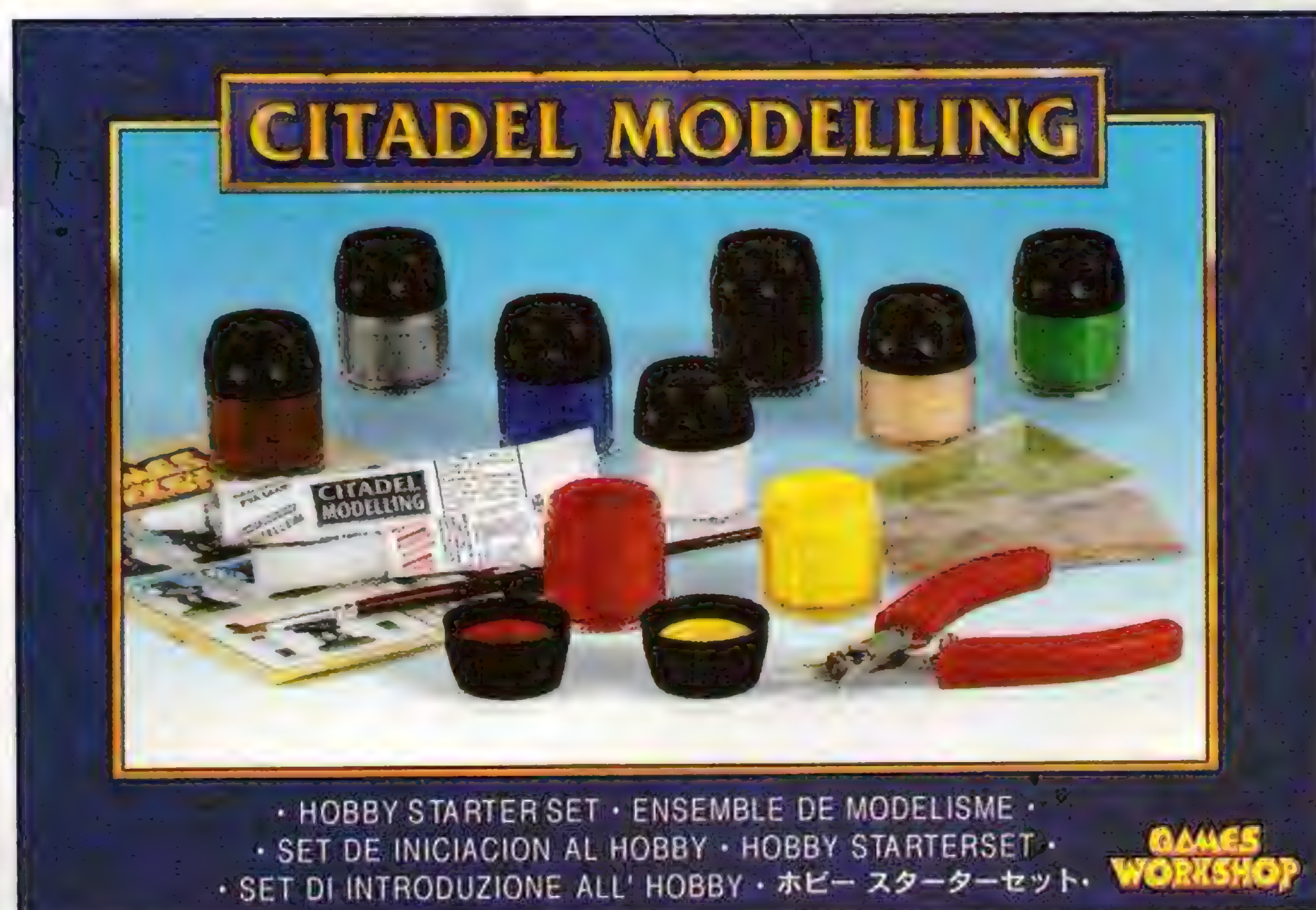
There are many ways to enjoy the Games Workshop hobby – including painting, modelling, gaming, collecting and making scenery. In this area of the website: (www.games-workshop.com/hobby/hobby.htm) you'll find lots of hobby projects to try, plus a huge archive of hobby-related material to explore.



Whether you've been playing Games Workshop games for years, or just want to know where to start, look no further! There are lots of painting and modelling projects to try, plus advice on what tools and equipment you'll need, and how to use them. Try playing some of the new scenarios, or browse through the archive of new rules, tactics features and battle reports. Why not liven up your battlefields with some home-made terrain – making scenery is easy and fun!



www.games-workshop.com



Hobby starter set

L

The Hobby starter set is a great way to begin painting your models. It includes everything a beginner will need to start learning how to paint their miniatures. This boxed set contains eight Citadel paints, a starter paintbrush, two types of glue, clippers, modelling flock, and a simple guide on how to paint your miniatures.



White Dwarf

£3.50

White Dwarf contains features on both Warhammer and Warhammer 40,000, and now includes a section every month on Games Workshop's 'The Lord of the Rings: Fellowship of the Ring' game. In addition it includes painting and hobby articles, showing basic painting techniques through to advanced terrain making and conversion projects.

Price band table. All prices correct at time of going to press. Contents may vary from those shown.

A - £3 B - £4 C - £4 D - £5 E - £6 F - £8 G - £8 H - £10 I - £12 J - £15 K - £18 L - £20 M - £25 N - £30 P - £40 Q - £50 S - £100

SETTING UP A PAINTING AREA

The first thing you'll need to do is sort out somewhere to do your painting and modelling. Not all of us are fortunate enough to have a dedicated area for our hobby, but any table or desk will do. Make sure that the surface is covered; newspaper will guard against paint spillages, but if you are going to be doing any cutting you'll need something more substantial, like an old tray, or a spare piece of board. A good light source is also important. Natural light is best and many painters invest in a daylight bulb to show the colours more truly. Desk lamps are a good way to ensure that you get plenty of light on the subject matter.

A paint station like this one will keep all your paints and modelling equipment tidy. See the paint station over the page.



Warhammer 40,000 Starter Paint Set J

Warhammer Starter Paint Set J

Be careful when using glue and make sure you read and follow the instructions on the packaging.



Super Glue A



Plastic Glue A



Mega Paint Set

The Mega Paint Set is far more than a normal paint set; it contains every colour paint produced by Games Workshop including all of the metallic paints and inks. It also includes Smelly Primer to undercoat your models before painting them, seven paint brushes, a painting guide and P.V.A. glue, as well as modelling flock and sand to base your models with, and varnish to protect your finished models! This is the ultimate paint set for the serious hobbyist!

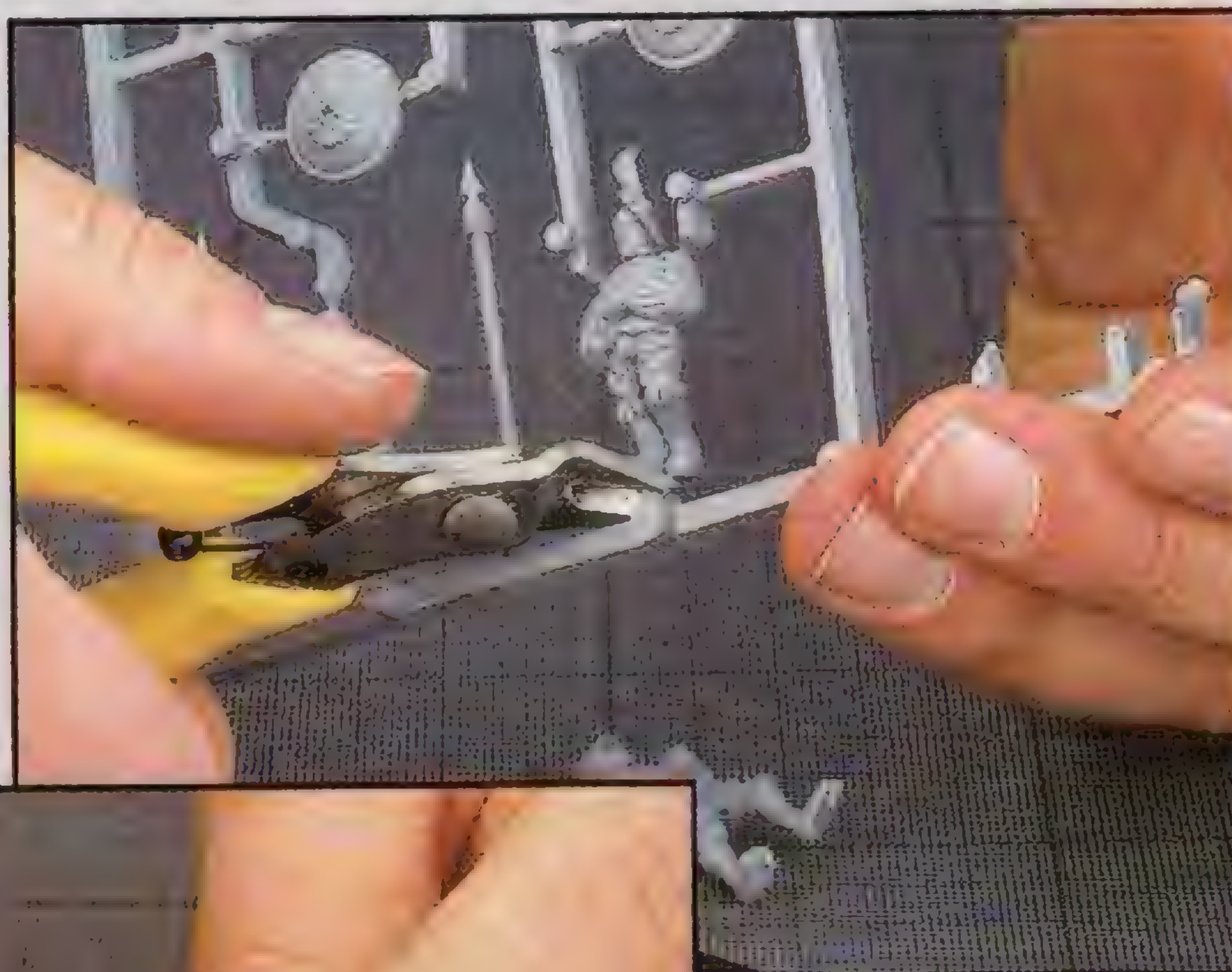
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PUTTING YOUR MODELS TOGETHER

Before you can paint your models you'll need to assemble them. Plastic miniatures usually come attached to a frame and the easiest way to remove them is with a pair of modelling clippers, being careful not to clip the model itself. Miniatures often have small pieces of unwanted metal or plastic attached to them, which is a necessary part of the moulding process (you may hear this described as 'flash'). This can easily be removed using a modelling knife or a small file. Polystyrene cement is best for sticking plastic miniatures together and comes in different forms. Superglue is the only practical way to stick metal miniatures (or metal to plastic), but do be careful because it really does stick to anything, especially fingers.



Pin vice G



Curved Pliers E



Model Files D



Tweezers B



Sculpting Tool A



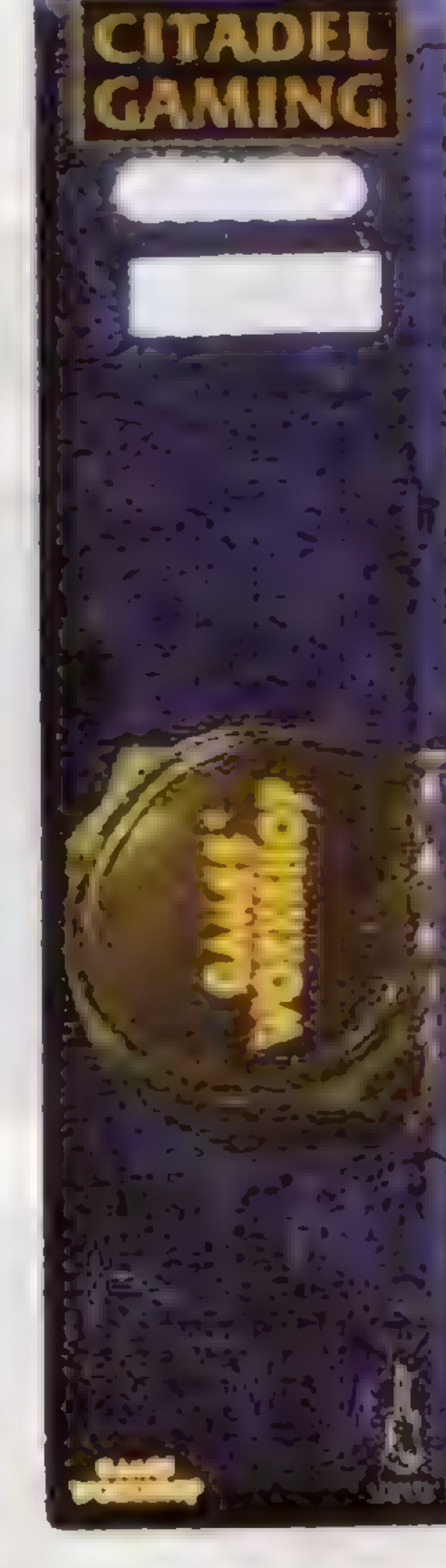
Clippers E



Terrain Cutter I



Model Saw H



Tap Measure D

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PAINTING YOUR MODELS



Here's a way to paint Empire Spearmen from the Imperial province of Nordland. Troops from Nordland wear a split blue and yellow uniform. Start by painting the lighter half of the split colour scheme Bad Moon Yellow. It's much easier to apply the darker colour (Enchanted Blue)

over the lighter. Paint the body armour, helmet and spear tip Boltgun Metal and any straps Chaos Black. Paint the hands and the face Bronzed Flesh. Finally use Bubonic Brown on the spear staff. The Spearman is now ready for battle.

CITADEL BRUSHES

Fine detail brush	£2.00
Detail brush	£2.00
Standard brush	£2.00
Large brush	£2.50
Small dry brush	£2.50
Large dry brush	£2.50
Paint brush set	£6.00
Tank brush	£3.00
Base coat brush	£2.00



CITADEL COLOUR PAINTS £1.50 EACH

Skull White	Pallid Flesh	Rotting Flesh
Chaos Black	Nauseating Blue	Codex Grey
Scab Red	Imperial Purple	Fortress Grey
Red Gore	Liche Purple	Shadow Grey
Blood Red	Warlock Purple	Space Wolf Grey
Blazing Orange	Tentacle Pink	Ghostly Grey
Fiery Orange	Midnight Blue	Metallics
Golden Yellow	Storm Blue	Boltgun Metal
Sunburst Yellow	Regal Blue	Chainmail
Bad Moon Yellow	Ultramarines Blue	Mithril Silver
Scorched Brown	Enchanted Blue	Tin Bitz
Bestial Brown	Lightning Blue	Shining Gold
Snakebite Leather	Ice Blue	Burnished Gold
Bubonic Brown	Hawk Turquoise	Beaten Copper
Vomit Brown	Dark Angels Green	Brazen Brass
Bleached Bone	Snot Green	Dwarf Bronze
Dark Flesh	Scorpion Green	Inks
Vermin Brown	Billious Green	Black
Leprous Brown	Scaly Green	Yellow
Dwarf Flesh	Jade Green	Flesh Wash
Bronzed Flesh	Vile Green	Red
Elf Flesh	Camo Green	Purple
		Sky Blue
		Green
		Orange
		Chestnut
		Magenta
		Blue
		Dark Green
		Brown



CITADEL COLOUR SPRAY CANS

400ml Skull White D
400ml Chaos Black D
400ml Matt Varnish D

Games Workshop sell a variety of spray paints, in a selection of colours. Ask staff for details. Citadel Colour paints are almost impossible to remove from fabrics and other materials once they have dried. Accidents do happen, so please only start painting if you are wearing clothes that you don't mind getting paint on.

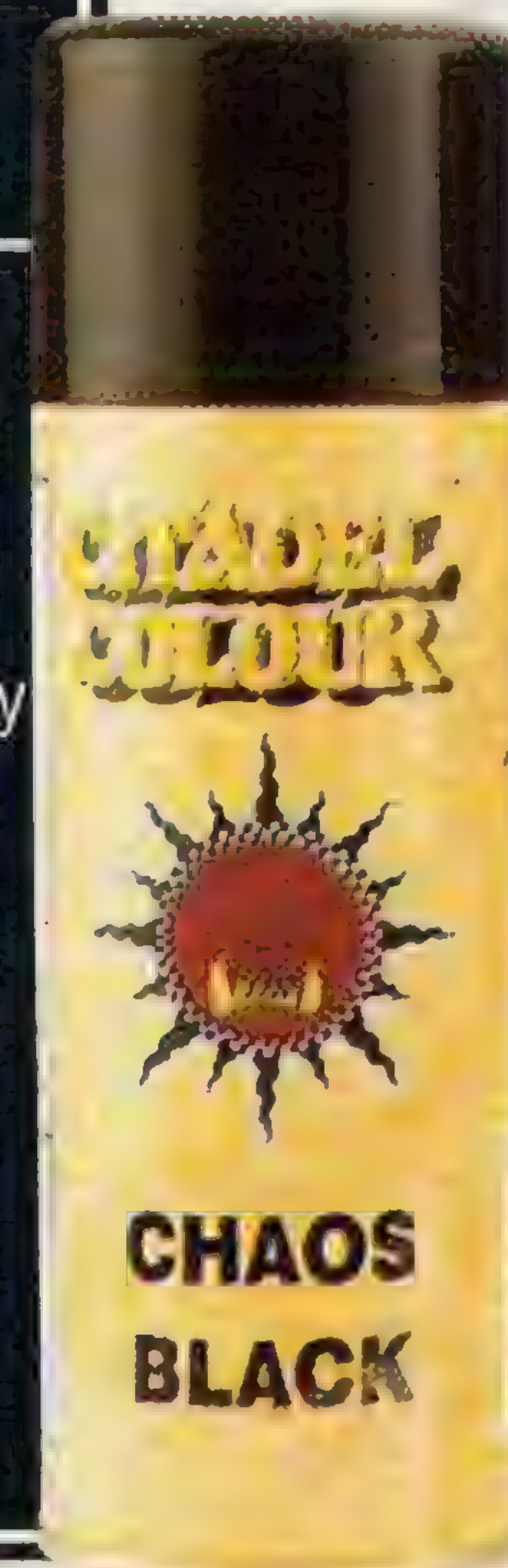


FIGURE CASE

N

P.V.A. Glue

A

Price band table. All prices correct at time of going to press. Contents may vary from those shown.

A - £3 B - £4 C - £4 D - £5 E - £6 F - £8 G - £8 H - £10 I - £12 J - £15 K - £18 L - £20 M - £25 N - £30 P - £40 Q - £50 S - £100

Cutting set
1 Cutting mat, 1 steel rule and
one Modelling Knife

I



Paint Station
Self assembly modelling & painting area

K



Modelling Putty

B



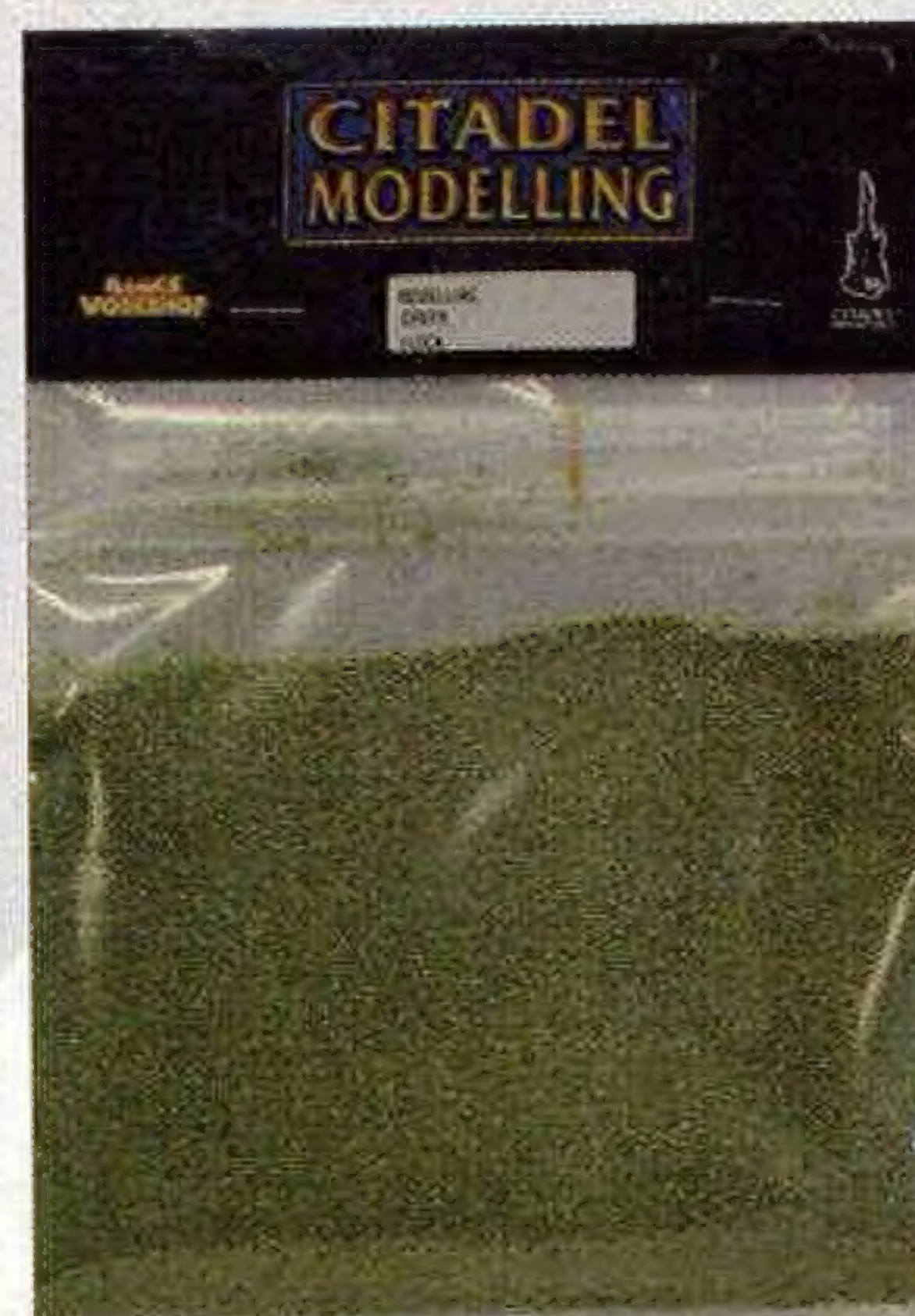
Modelling Sand

A



Modelling Gravel

A



Modelling Flock

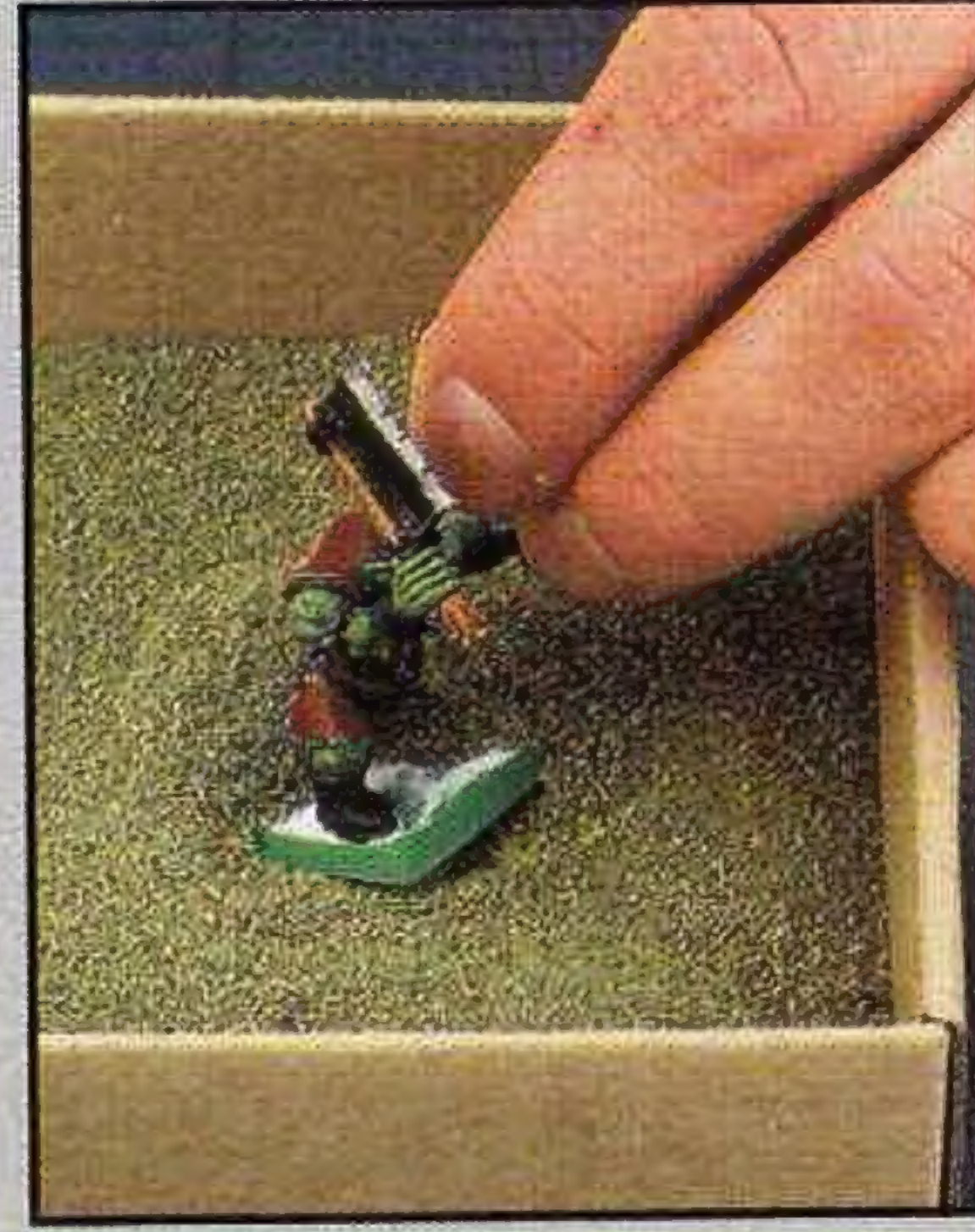
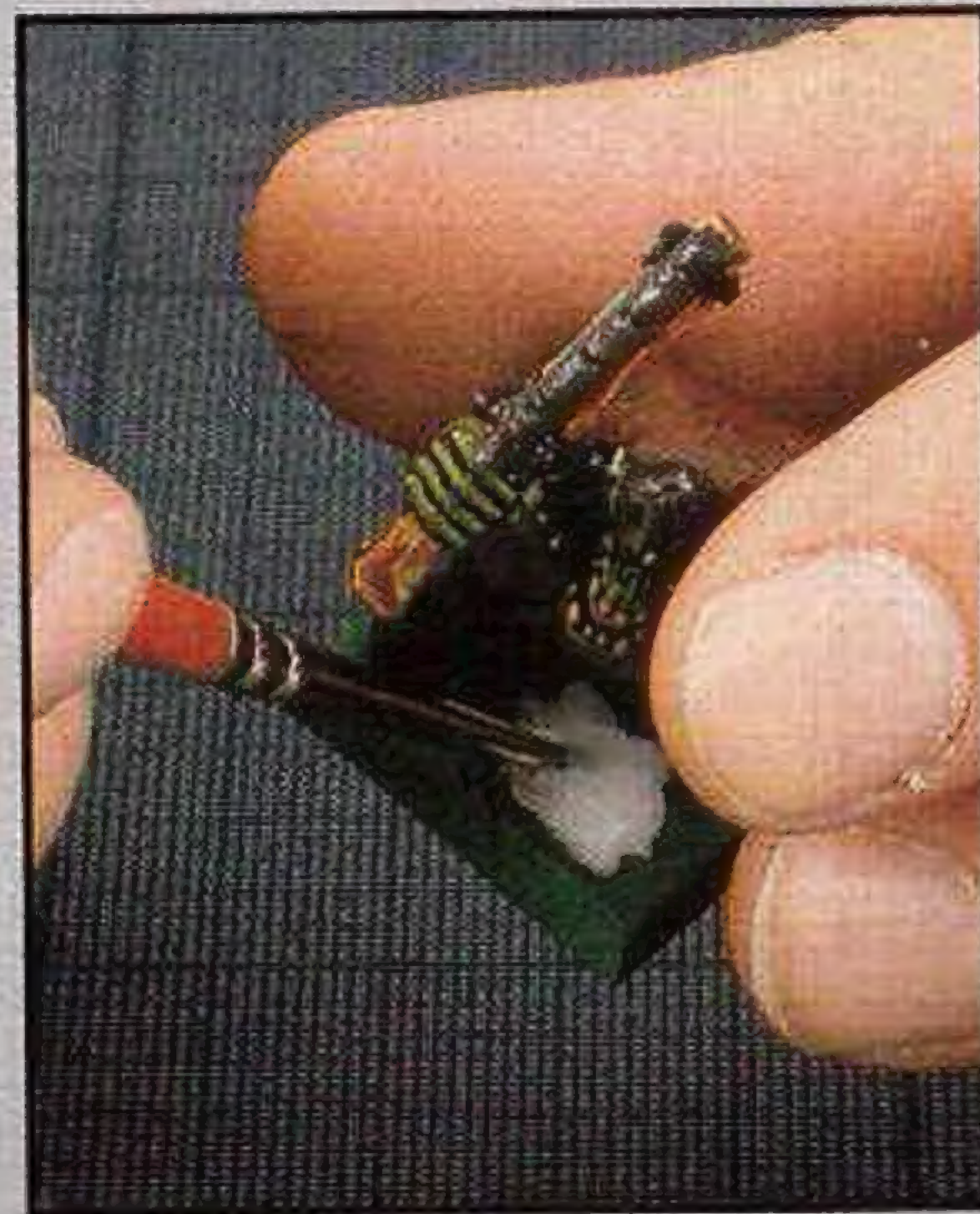
A



Static Grass

A

BASING MINIATURES



One way to base miniatures is to use flock. Start by painting the base all over, in this case with Goblin Green. Be careful not to get any paint on the feet. Once the paint is dry, paint PVA glue over the top of the base. Put the top of the base into some flock for a few seconds. Take it out and tap the base to get rid of any excess flock. If there is any flock on the feet, brush it away with a damp paint brush before it dries.

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Warhammer movement trays	A
Large bases	A
Cavalry bases	A
Monster bases	A
Flying bases	A
Large regimental bases	A
Small regimental bases	A
Round bases	A
Warmaster bases	A

Hedges & Walls (3 hedges & 3 walls)

H



Obstacles & Barricades (6 similar pieces)

H



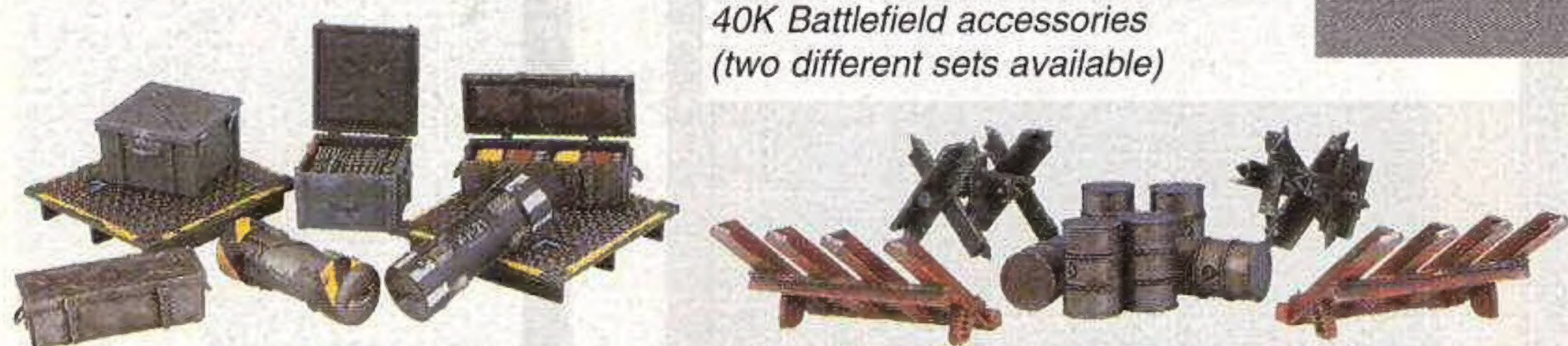
Hill
(comes in two pieces - top & bottom)

I



Woods

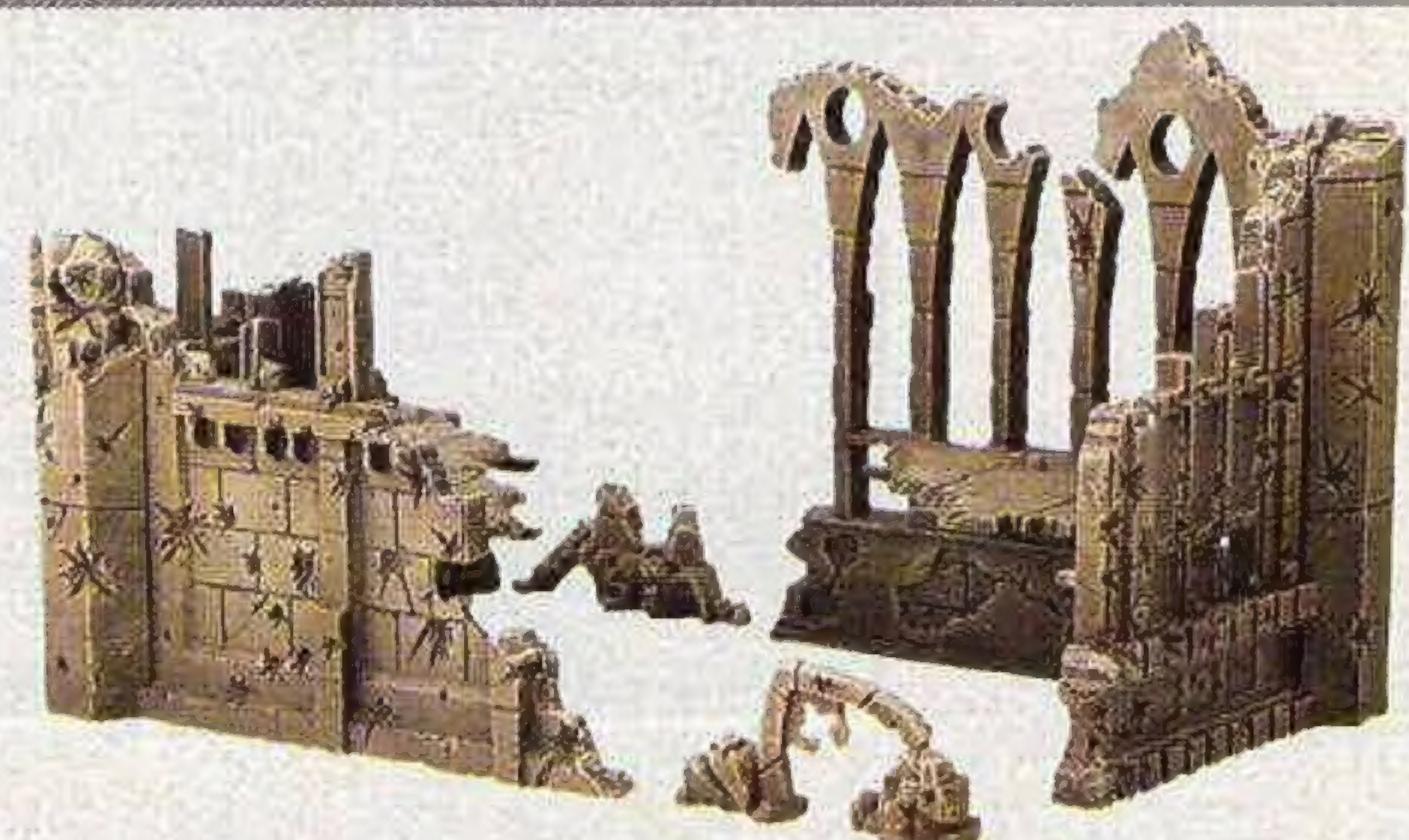
I



40K Battlefield accessories
(two different sets available)

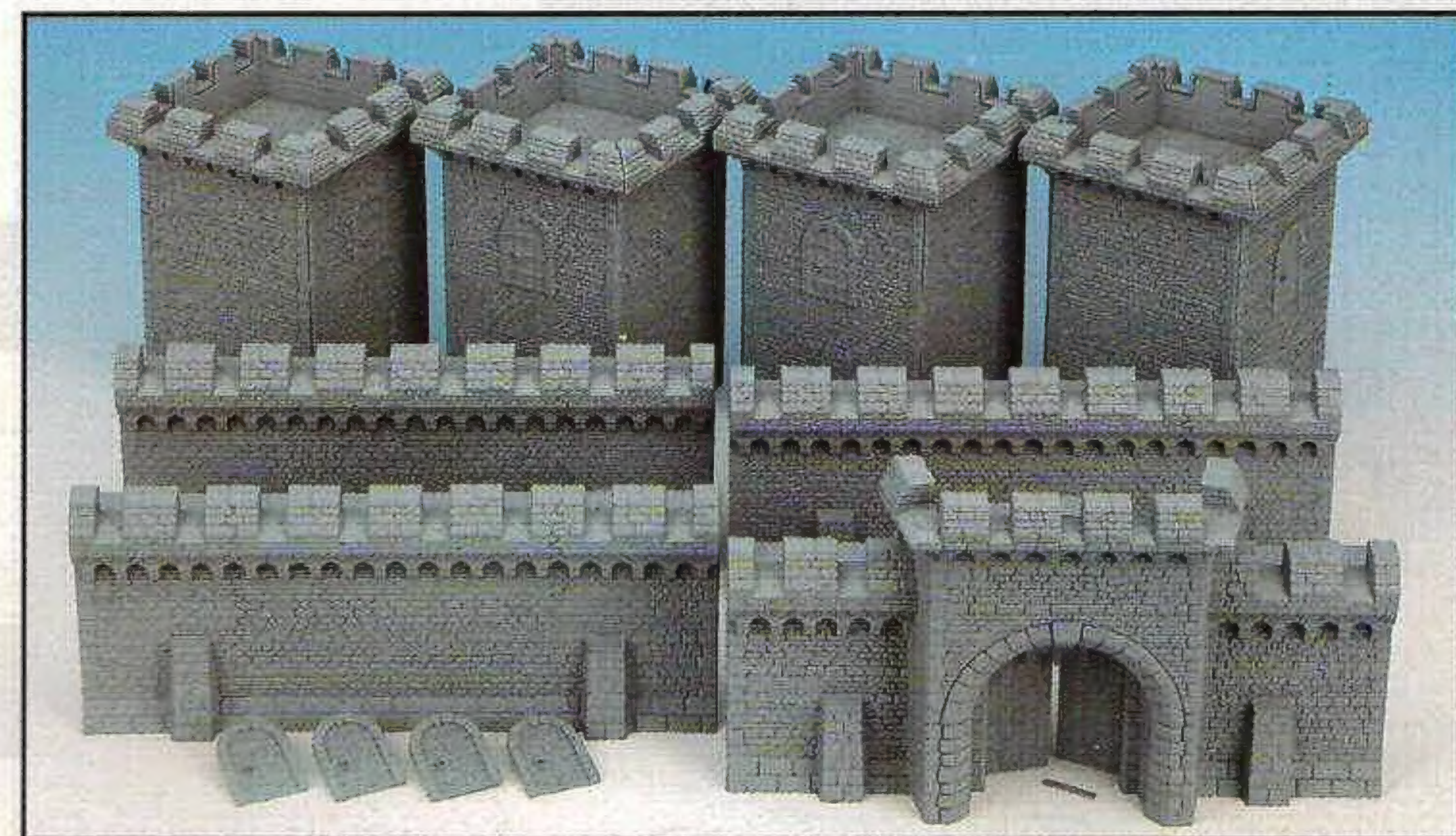
Warhammer 40,000 Battlefield Accessories
(two different sets available)

D
per set



Warhammer 40,000 Ruined Building

D



Warhammer Fortress

Q



Warhammer 40,000 Trees
Self assembly modelling area

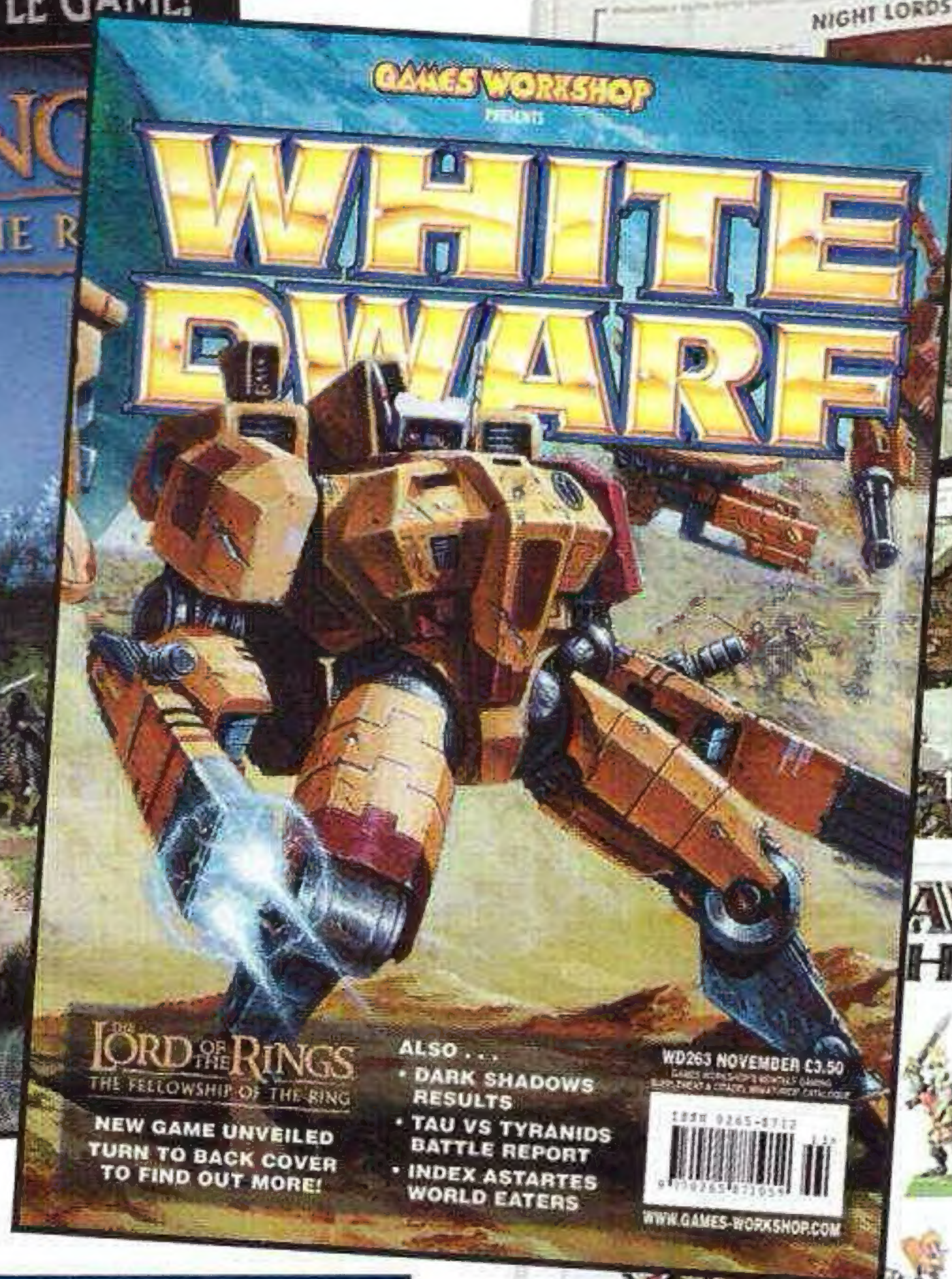
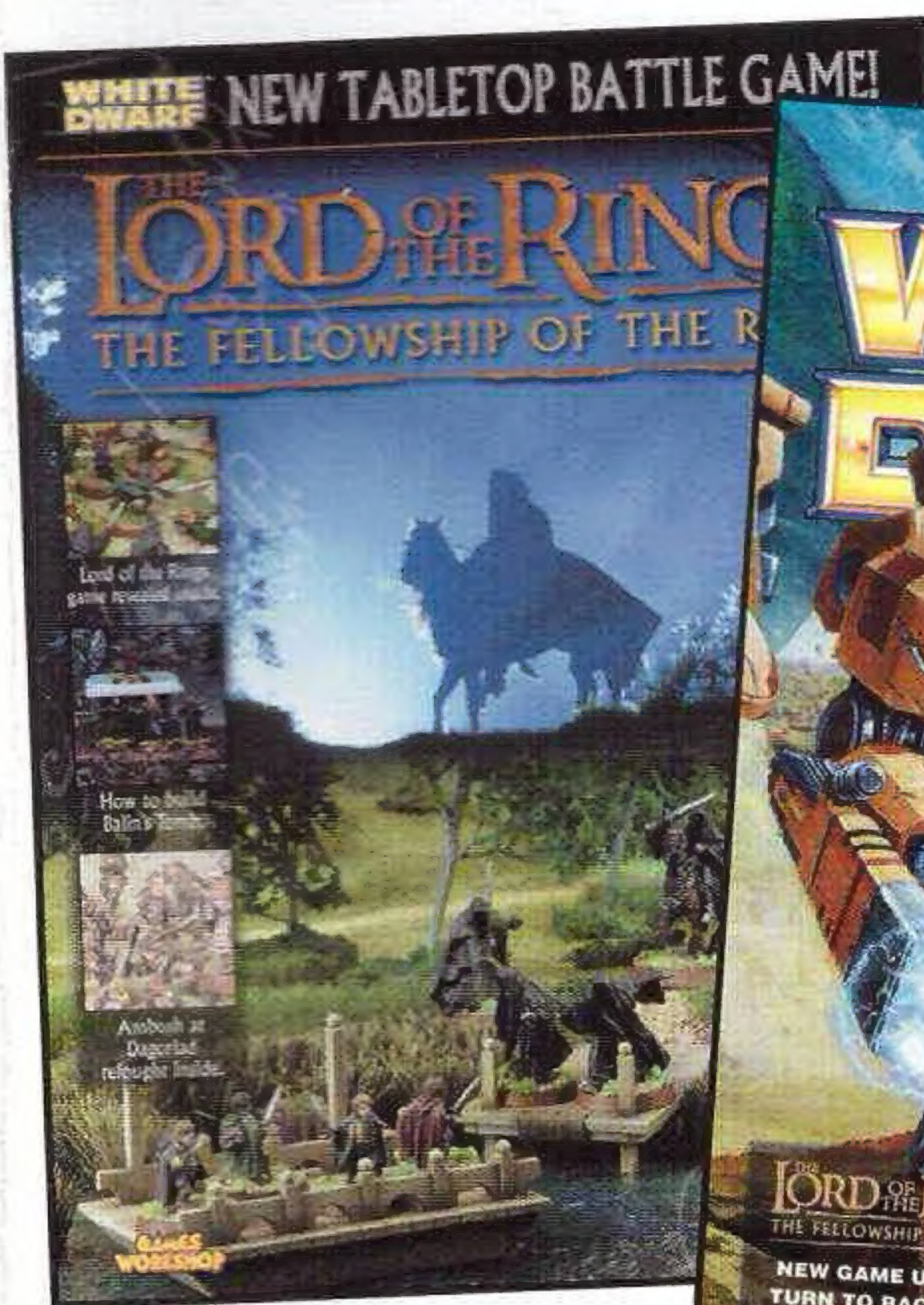
A

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